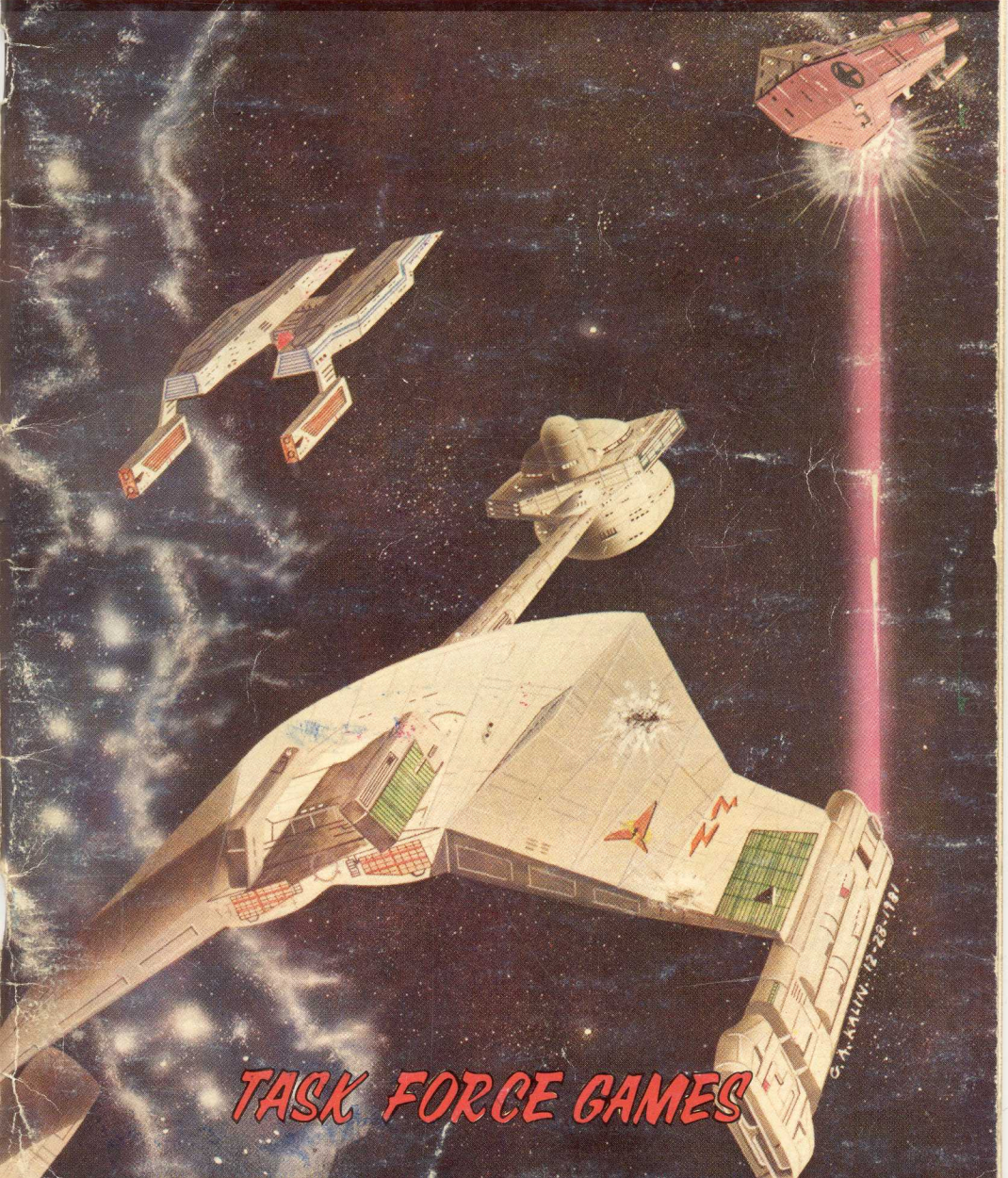
STAR FLEET BATTLES

EXPANSION #2



TASK FORCE GAMES

INTRODUCTION TO THE SECOND EXPANSION MODULE

A long period of waitiing has come to an end. With this, the second Expansion Module, the history of the Star Fleet Universe is expanded and more clearly defined. Two centuries of exploration, discovery, and battle now begin to take definite form as the game more precisely defines just when this weapon or that tactic was introduced. The ultimate horror of the First Intra-Galactic War (also known as the First General War) is portrayed through the ships and battles that were part of it. The deadly Pseudo-Fighters that changed everyone's concepts of space warfare forever are introduced here. More historical Scenarios are provided, coloring the story of men and their machines with rich detail. So summon your courage and keep your wits about you as we boldy go BEYOND the final frontier.

XXI ADDITIONAL RULES, ERRATA, AND CLARIFICATIONS

The following rules include corrections, changes, errata, clarifications, additions, and expansions to the existing rules. It is suggested that players use a colored marking pen to indicate where these new rules are to be inserted in their Designer's Edition rulebook. In this way, players will know when and where to check for later changes to the rules. As is stated on the cover of this expansion, you MUST have the Boxed Designer's Edition of Star Fleet Battles AND Expansion Module No.1 to use this material. Some parts of this errata have been included in later printings of SFB and SFBX-1

Portions of this errata have been published in various magazines and as "errata booklets" distributed by the designer and publisher. All previous editions of this errata are declared invalid and void and are superceded by this edition.

NOTE: A greatly expanded history of the Star Fleet Universe is provided in issue No. 1 of NEXUS Magazine, which is available by subscription from Task Force. This history provides specific dates for known wars and conflicts, as well as the dates that ships and weapons were introduced.

(3.5) In various editions of the game, the size of the map has changed slightly. In the event that a given hex number specified in a Scenario is not on your copy of the map, use the closest hex available. For example, use hex 3432 for 3434, or 3430 for 3432, depending on what size map you have.

(4.1) A new segment, the "IMPULSE PROCEDURE ACTIVITY SEGMENT" is inserted into the Sequence of Play between "B. MOVEMENT SEGMENT" and "C. FIRE DECISION SEGMENT." This new segment is used for activities that take place during the Impulse Procedure such as Transporter operations, laying mines, launching Shuttles or seeking weapons, recovering Shuttles, or other activities specified by the rules. A partial list of these activities is:

Lay Mines	Scatter-Packs release Drones
Resolve mine explosions	Operate Transporters
Launch Drones and Plasma Torpedoes	Perform "hit and run" raids
Launch and recover Shuttles and Fighters	First die roll for Mutiny
Establish Tractor Beams	Roll for Lock-On if required by changing conditions
Drop Warp Booster Packs from Fighters	Announce Emergency Decelerations
Deploy multi-warheads from an MW Drone	Drop or recover Pods from a Tug

(4.3) (Step 6) Delete the sentence: "Any Impulse on which no ships or weapons (counters) move is skipped completely." The original intent of this rule was to speed up the game, but recent additions to the game have caused situations to arise in which skipping Impulses places one player at a significant disadvantage.

(5.1) (Step 7) A ship may use "Emergency Life Support" when it is "crippled" as specified in **(45.83)**. This specification replaces the "50% internal hits" requirement. See **(154.22A)**.

(5.1) (Step 9) Ships that have an odd number of type III Phasers are presumed to have a special small capacitor that can hold an extra half unit of power and use it later. Thus, 13 type III Phasers would use 7 units of power, one turn, and if all were fired would need 6 the next. This capacitor is destroyed with the last P-III.

(5.1) (Step 9) As a further clarification, Phasers may not be energized (warmed up) and charged in the same turn. This means that in almost all Scenarios Phasers may not be fired on the first turn. However, see **(45.6)**.

(5.1) (Step 11) The amount of energy required for Shields varies with the ship type as follows:

Shield Class I: 2 for minimum + 5 for full
Shield Class II: 1 for minimum + 3 for full
Shield Class III: 1 for minimum + 1 for full
Shield Class IV: 1 for full

The Shield for each ship is given on the MASTER SHIP CHART. As a general guide, the classes include the following:

I: Starbases
II: All DN, BT, CX, and Battle Stations
III: All Cruisers (various types), CV, CVL, most Romulans, larger Orions, Base Stations, and Warp-powered Booms and Saucers.

IV: All DD and smaller, Freighters, Pseudo-Fighters, CVE, Police, PC, CR, LR/DR, and sub-light Booms and Saucers.

(5.1) (Step 16) Batteries charged or discharged during the Energy Allocation Procedure are considered to be charged or discharged for the duration of the current turn.

(6.2) The hex entered on the Impulse the turn was made counts as the first hex of straight line movement for Turn Mode purposes.

(6.22) Clarification: You must spend one unit of Impulse Engine energy to make a sub-light tactical maneuver.

(6.23) Turn Mode restrictions carry over from turn to turn. For example, a ship with a Turn Mode of 4 that moves A6-B1 on a given turn must move B-3 on the next turn before making a turn to C or A (assuming no HET or change of speed).

(6.72) Players may consult the charts at any point to determine who will move next.

(7.15) Delete this rule.

(7.51) (typo) The "Shuttle" result in row 8 column G should read "Lab."

(7.524) In the case of ships with several types of Phasers (such as Kzinti ships with both I and III), every third Phaser hit in a given volley must be applied to the best available Phaser type, assuming that the specific Phaser can be hit from that direction.

(7.525) It is possible for a volley striking a given Shield during a given impulse to include hits scored by two enemy ships firing from two slightly different directions. This causes a problem when "Phaser" hits (which have a directional restriction) must be resolved. In such a case, resolve the hits from seeking weapons first, then from the ship which caused the most damage from direct fire weapons, then from other ships in the order of the damage they caused. The volley is still resolved as a single volley; this procedure governs only the direction of fire for the Phaser hit restriction.

(7.54) The provisions of **(57.8)** apply to the Warbird when used in the regular (trans-light) game.

(7.56) (expansion) In some cases (specifically Drones, Fighters, and Shuttles) it is said that destruction occurs on the fourth (or whatever) "hit." This refers to "hit points" or "damage points" not to the number of Phasers that scored hits.

(9.21) Some situations break Lock-Ons during the course of a turn. These include Cloaking Devices, Planets, and Chaff. If the circumstances under which a Lock-On was broken or prevented change during the course of a turn, a new Lock-On can be rolled for.

(9.5) The following ships can control a number of Drones equal to double their Sensor rating:

Kzinti CV, CVL, CVE, Tug + Hanger Pods, Battle Tug, DF, SCS
Klingon CV (T), Battle Tug, B-10
Fed CV, GS
Any "X" ship
Any Base Station or Battle Station
Starbases can control a number of Drones equal to three times their Sensor rating.

(9.51) A ship can control Drones to a range of 35 hexes. A SWAC can control Drones to a range of 100 hexes. Type III Drones do not require guidance.

(14.1) Only one probe may be armed or launched at a time for each launcher on the ship.

(14.2) (replaces existing) Probes may be launched at ships or monsters as anti-matter bombs. They have a warhead strength of 8 and are considered a "direct" fire weapon. They must be armed using the same procedures as a Photon Torpedo. Energy must come from Warp Engines. Accuracy is as per the original **(14.2)**. Only one Probe may be armed at a time, and if a Probe is being armed for firing as an anti-matter bomb, no information/research Probes may be launched. While Probes may be launched in any direction, anti-matter bombs may only be launched directly ahead (in the row of hexes extending directly ahead of the ship). There is no overload, mine, or proximity function for this "weapon."

While the Probe launcher could be used as such (using the procedure above), it is intended for use as a scientific tool. It can only be fired as a weapon if the ship is crippled or the enemy forces outnumber the friendly forces in the current Scenario by 50% of combat BPV.

(16.101) Maximum Phaser ranges as follows:

Type I - 75 hexes Type III - 15 hexes
Type II - 50 hexes Type IV - 100 hexes

These maximum ranges had never been published due to the designer's assumption that the size of the hex map would eliminate a need for them. However, at recent tournaments ships have been scoring hits at a range of TWENTY FEET, and other players have described battles between Romulans and Hydrans with neither fleet leaving their home territory.

(16.3) It costs 2 units of energy to fire a Type IV Phaser.

(17.812) (typo) Two should be "subtracted" from the die roll, not "added" at ranges of 9 hexes or more.

(17.82) Photon Torpedoes fired in a "narrow salvo" may include proximity or overloaded types, but all Torpedoes in a narrow salvo must be of the same type.

(17.83) Even when firing without a "Lock-On" (where the range would be doubled) Photons cannot be fired at an ACTUAL range of 1 hex (exception: Overloads).

(18.41) Disruptor Bolts may be fired in a Narrow Salvo using the same procedure as Photon Torpedoes. **(17.82)**.

(18.51) When the effective range of a Disruptor Bolt is different from the true range, use the effective range to determine the probability of a hit and the true range to determine the number of damage points scored.

(19.2) Type F Plasma Torpedoes can be reloaded between the Scenarios of a campaign game.

(19.31) (optional) Drones and Shuttles can be launched like this also; see **(60.5)** and **(27.81)**. This rule should read that the Plasma Torpedo that is ready to fire at the end of one turn can be fired at any time during the NEXT turn. If the Plasma Torpedo is fired during the next turn, no Torpedo can be armed in that launcher during that next turn.

(19.32) After launch, Plasma Torpedoes of all types are self-guiding and require no further guidance from the launching ship.

(19.51) In Y181 Gorn Engineers, with help from the Federation, were able to improve their Plasma Torpedoes to the following strength with the same energy cost:

30-22-15-10-5-1-0-0-0

The Romulans (and others who use the type G Torpedo) quickly converted to this type, which is designated the G-II. Some ships, particularly those on long missions or isolated patrol posts, did not have the G-II for several years. Ships equipped with the G-II add five points to their BPV for each such launcher. All X-ships firing Plasma-G have G-II included in their BPV.

(19.61) ONLY Phasers may be fired at a Plasma Torpedo. Other weapons would have no effect. This is due to the effect of the Phased energy of the Phaser on the magnetic plasma bottle. Displacement Devices cannot be used on Plasma Torpedoes.

(19.71) If the ship is destroyed before it can fire its Torpedo, the Torpedo is destroyed with the ship. Its warhead is added to the explosion force.

(19.711) Type F Plasma Torpedoes held in Stasis boxes do not explode when their ship or Fighter does. It can be presumed that after the battle is over the player still occupying the board will recover these boxes, but there is no immediate practical victory point value in doing so. If unrecovered after several hours, the boxes will decompose, releasing the Plasma Torpedo. As it will have no guidance, its safety interlocks will detonate it (without damage to any surrounding ships).

(19.72) Plasma Torpedoes cannot be held if the launcher has been destroyed. If using the "fire on any Impulse" rule **(19.31)**, the Torpedo must be launched immediately.

(19.91) If the target docks in a base or FRD (or a targeted Shuttle lands on a ship), the Plasma Torpedo does not lose tracking but accepts the base or FRD (or ship) as its target and continues tracking it.

(19.92) In Y167, Romulan scientists developed a device known as the "Pseudo-Plasma" Torpedo. By Y171, the Gorns were also carrying these devices. The PPT can give considerable tactical advantage to any Plasma Torpedo equipped ship.

(19.921) The PPT is a "fake" Plasma Torpedo. Each Plasma Torpedo launcher on all ships carrying G or R Torpedoes (or the various versions of these types) has one PPT in a special launch rack located just below it. The PPT can be launched for no energy cost at any time that a regular Plasma Torpedo could be launched.

(19.922) The PPT moves on the board, follows its target, absorbs Phaser damage, and operates in all ways as a Plasma Torpedo, except that upon reaching its target it does not explode but simply disintergrates. The obvious function of the PPT is to make engaging a Plasma Torpedo armed ship more challenging since opponents can no longer be sure of just when a Plasma Torpedo will be fired.

(20.2) Unless specifically stated otherwise, all Klingon ships can fire one Drone from each pair of loaded Drone Racks each turn, and all Kzinti or Orion ships can fire one Drone from each loaded Drone Rack each turn. Federation ECL and DE can fire one Drone per turn. Most ships not normally carrying Drones but equipped with F racks **(149.15)** can fire only one Drone per turn.

(20.52) Example: Klingon Drone "A" is targeted on Kzinti ship "B" while Kzinti Drone "C" is targeted on Drone "A".

1 – If Drone A enters a hex that contains Drone C but not target B, Drone C hits Drone A.

2 – If Drone A enters a hex containing target B and Drone C, Drone A will hit target B before it can be intercepted only if target B has just launched Drone C (C hasn't moved yet). This is because Drone C has not had time to acquire its target. If Drone C had entered the hex containing target B on some previous Impulse, it would hit A before A could hit B.

3 – If Drones C and A both enter the target hex on the same Impulse, the faster Drone will hit its target first. If both Drones are the same speed, BOTH will hit target B. (C will hit A at the exact instant that A hits B.)

(20.7) This rule is modified by **(20.52)** and by the Anti-Drone (60.4). "Hits" should read "damage points." The number of damage points required to destroy a Drone varies with Drone type; see **(60.1)**. Also note that Anti-Drones

either destroy a Drone or they do not; they do not use damage points. Further, see **(60.6)** to determine what weapons can be fired at a Drone and with what effect.

(20.92) If the target ship docks in a base of FRD, the Drone will still pursue it and hit the FRD or base. As Suicide Shuttles operate under the Drone rules, this applies to them also.

(24.4) A Battery cannot be discharged unless the energy is being used for something in the Energy Allocation Procedure. Note that, if a player wishes to discharge Batteries, he is not required to take the full amount of output from his Engines or reactors, so he could discharge Batteries by this means. However, note that Battery power cannot be used for certain purposes (such as movement).

(25.4) If no means of determining which Shield will be hit can be found, divide the number of hits in half and apply half to each Shield (any odd points to the stronger Shield). This means can be adopted as the standard method at the option of the players.

(25.6) Shields can only be dropped at the start of the turn, and they stay down for the entire turn. This can be detected and must be announced, including which Shield was dropped. This is normally done to facilitate use of Transporters.

(25.7) In the case of General Shield reinforcement, divide the energy by two and round fractions down.

(26.2) (correction) For every fourth enemy Boarding Party on board, subtract one from the die roll when determining if the mutiny has occurred (as a result of less than one is considered to be one) and add one to the die roll when determining if it was successful.

(26.42) If the mutineers seize control during the turn (as opposed to at the end), the ship continues moving for the rest of the Impulse procedure but cannot turn. (The Destruction, which was taken over by mutineers in Y170, was able to steer for Federation Space because two Federation spies were aboard.) If using plotted movement, the ship follows the plot.

(26.6) If mutiny occurs in a Monster Scenario, the ship disengages. This is done automatically, not by (6.6). It can be assumed that one officer is being coerced to operate the navi-computers. The scenario is over at that point.

(27.1) This may be modified by specific rules in later sections.

(27.11) A Shuttle or Fighter can voluntarily operate at a speed less than its maximum speed. This is announced at the start of the turn and is in effect for the entire turn. A Shuttle or Fighter can use Emergency Deceleration, but it gains no Shield benefit.

(27.21) Before a Scenario starts, it is assumed that all Administrative Shuttles on board a ship are configured for the "standard mode."

(27.211) The standard Administrative or Utility Shuttle can be used as a Research or Armed Shuttle without preparation, and could perform both functions during the same Scenario without conversion. However, the Shuttle could not collect data on the same turn that it fires its Phaser due to the energy discharge.

(27.212) Admin Shuttles can be converted to Suicide, While Weasel, or Scatter-Pack Shuttles as per the appropriate rules.

(27.62) (typo) The "1" in the "Hits on Ship" column on the 1-2 row should be a "0." The "99+" on the last row should be "96+."

(27.63) Several activities could result in "voiding" the WW. If the WW is "voided," it is removed from the board and all weapons following it return to following the original target.

(27.631) The launching of a Suicide Shuttle or of a Drone during the same Launch Phase as the launching of a WW constitutes the firing of a weapon and voids the WW. The problem is that the ship's tracking systems must remain Locked-Onto the target while a Drone (and a Suicide Shuttle uses the Drone rules) is in flight, and a seeking weapon could Lock-Onto that energy emanation. If launching a Wild Weasel, the tracking system must be turned off, all "Lock-Ons" are lost, and all Drones or Suicide Shuttles in flight are lost. Previously fired seeking weapons which have ATG do not require the ship to maintain a Lock-On and can continue to function without voiding the WW.

(27.632) A Tug could drop a Pod and use it in the same manner as a WW. What the Pod lacks in electronics it makes up in size of target. Doing this requires the same energy and preparation as an actual WW. If the Pod survives this use, it could be picked up later by either side.

(27.633) A ship that has launched a WW can use ECM but not ECCM while the WW is operating. If it uses ECCM, the WW ceases to function.

(27.634) A ship can drop NSM but not Transporter Bombs while using a WW. Transporter Bombs can be dropped as NSM (Jettisoning them instead of using Transporters to place them), and this use would not void the WW.

(27.635) Tractor Beams previously established could be maintained without voiding the WW, but no new ones could be established.

(27.636) Operating a Transporter voids a WW.

(27.64) If a Wild Weasel is destroyed by any means (weapons following it, enemy weapons, minefields, Monsters, etc.), it stops moving but weapons still home in on its hex.

(27.7) "Hits" should read "damage points."

(27.81) Players may wish to experiment with rules allowing them to launch and recover Shuttles during any Impulse of the turn. They would be launched or recovered in the Impulse Procedure Activity Segment.

(27.811) No more than one Fighter can be launched or landed from a single Hanger Bay during a single Impulse or during any two consecutive Impulses.

(27.91) A ship may not recover any Shuttles if it is traveling faster than the maximum speed of the Shuttle unless the ship has one working Tractor Beam per Shuttle recovered during a given turn, in which case the ship may be moving at up to twice the speed of the Shuttle. Power must have been provided to the Tractor Beams, and a successful Tractor must be made. This rule modifies **(59.3)**.

(28.41) If the Damage Control rating is more than "5," it is considered to be "5" for this purpose.

(29.1) This rule can be used with ships equipped with PA panels, but every tenth hit is scored as an internal hit instead of being absorbed. Since some penetrating hits will destroy PA panels from the inside, this rule can be devastating.

(32.4) This is done during the Impulse Procedure Activity Segment. See **(60.51)**.

(32.61) A Shuttle may be launched with a single pilot. It does not have to have an entire crew unit. A Shuttle could carry two (or perhaps even three) crew units, but this would place them in extreme discomfort and strain the life support systems on all but the shortest journeys, and any violent maneuvering (or being hit by any weapons) would result in serious injuries to the crew units since there are not enough places to "strap in." These situations are outside of the scope of the game and can be handled by the players in a manner suited to the situation at hand. If this rule is used in Scenario **(130.0)**, the number of personnel on the planet should be tripled.

When boarding a Shuttlecraft with a single pilot, the chances of the Boarding Party capturing it are increased to "1-4." If there is more than one crew unit aboard, the chance of capture is reduced to "1" and the chances of the Boarding Party being destroyed are increased to "2-5."

(32.62) The last crew unit on a ship cannot be killed by hits scored against the ship. (There would almost always be some survivors.)

(32.81) It should be noted that the number of crew units on a given ship includes the Boarding Parties and deck crews. Two Boarding Parties or deck crews equal one crew unit. It is desireable to keep track of which crew units on a given ship are Boarding Parties, which are deck crews, and which are general crew.

Example: A Klingon CV(T) has 40 crew units. Six and ½ of these are the 13 Boarding Parties, while 2½ of these represent the five deck crews. During combat, the ship takes 27 internal hits. This destroys 2 crew units that are considered to be "general crew." Five Boarding Parties are hit, but since the first four are ignored **(33.21)**, only one Boarding Party is lost. Three hits are scored on Shuttle boxes resulting in one deck crew being destroyed. Thus, at the end of that turn, the ship has 37 crew units, of which six represent 12 Boarding Parties, two represent four deck crews, and 29 represent "general crew."

(33.21) Ignore (do not score) the first four Boarding Party casualties resulting from hits against the ship.

(33.51) If the ship originally had less than four crew units, a skeleton crew of one crew unit is adequate for this purpose. If the ship originally had less than eight crew units, two are adequate. If the ship originally had less than twelve crew units, a skeleton crew of three crew units is adequate. If the crew of a ship is reduced below this level by enemy action or by evacuation, or if the skeleton crew Beamed aboard a captured ship is less than the specified size, it is considered to be "undermanned."

(33.52) If a ship is undermanned, it cannot operate any equipment except power producing systems (Engines, APR, Batteries), Shields, and communications devices. It can move, but maneuverability is restricted as it is considered to be "uncontrolled" **(8.2)**. Exception: if at least one crew unit is on board, one undestroyed systems box on the SSD can be operated. This could be a weapon, a Tractor Beam, a Laboratory, etc.

(33.53) Boarding Parties cannot be counted toward the skeleton crew requirements.

(33.71) Boarding parties may attempt to board and capture WW and Suicide Shuttles.

In this case, a die roll of "1" indicates that the systems have been deactivated and the Boarding Party takes over the Shuttle. The WW or Suicide systems have been deactivated.

In the case of a WW, a die roll of "5" or "6" indicates that the Shuttle has exploded, destroying the Boarding Party and the WW.

In the case of a Suicide Shuttle, a die roll of "6" indicates that "booby traps" in the Shuttle have destroyed the Boarding Party. The Shuttle continues on its mission.

In the case of any other die roll, the issue is still in doubt.

(33.9) These raids are conducted and resolved during the Impulse Procedure Activity Segment. Note that each raid is conducted and resolved during the Activity segment of a specific Impulse.

(33.91) Boarding Parties can attack "Sensor" and "Scanner" boxes but not Damage Control or Excess Damage boxes.

(33.92) Hit and Run raids may be made to remove specific individuals or objects from a given ship. This will normally involve items specified by a given Scenario.

(33.93) A player may designate some of his Boarding Parties to be guarding specific individuals or objects. In this case, a Hit and Run raid may not be successful **(33.931)** against these objects, but the Boarding Party assigned as a guard cannot be used in normal Boarding Party actions. Assignments of such guards are made at the start of the turn and cannot be changed until the next turn. Up to six individuals may be specified as being in a given compartment (or room, a designation not specifically translatable into specific systems boxes on the SSD), and one Boarding Party can guard that one room. For example, several Legendary Officers could be designated as being in the "Bridge" (which probably corresponds to two or more specific boxes on the SSD).

(33.931) If a Hit and Run raid is conducted against a guarded object, person, or compartment, roll one die. A result of 1-3 indicates that the enemy Boarding Party is destroyed. A result of 4-5 indicates that they have returned to their ship unharmed. In the case of a 6 result, conduct the raid normally using another die roll.

(35.3) SELF-DESTRUCTION FORCE CALCULATION PROCEDURE

(This replaces the original **(35.5)** and all later changes thereto.)

When a ship Self-Destructs, or receives an "Excess Damage" hit after all Excess Damage boxes are destroyed, it explodes. The force of this explosion is calculated by the following procedure:

A – Find the total number of undestroyed weapons boxes on the ship.
B – Divide line A by two, round fractions up.
C – Find the total number of undestroyed Engine, Battery, and APR boxes.
D – Find the total of lines B and C.
E – Find the total number of original Engine, Battery, weapons, and APR boxes.
F – Divide line E by three. Round ⅓ down, ⅔up.
G – Take the larger of line F or D.
H – To line G add the following:
The number of undestroyed Shuttles on board.
The number of Drones in Drone Racks or loaded on Fighters or Shuttles.
The number of Drones in any Shuttle bay "ready Rack."
One for each Fusion Beam loaded on a Stinger type Fighter.
The Warhead strength of any Photon Torpedoes in launch tubes or in the "freezer" on the Federation CV.
The Warhead strength of any Plasma Torpedo in the ship's launch tubes. (Type F Plasma Torpedoes in stasis boxes do not explode.)
Half of the amount of energy stored in PA panels.
I – To the result of line H add the following:
1 is one or more mines or Transporter bombs are on board.
1 for each charged (undestroyed) fusion Beam or Hellbore.
10 if the ship is an Orion (their built-in nuclear suicide bomb).
J – If the ship is an Andromedan and Satellite Ships are in the Hanger, calculate their explosion force.
K – If the ship is an FRD or Starbase, calculate the explosion force of any ship docked inside of it. Note that such "inside" ships are considered destroyed.
L – If the ship has X technology, calculate the total amount of energy in all of its Batteries.
M – Add lines I, J, K, and L. This total is the Basic Explosion Strength.

(35.31) If another ship is in the same hex as the exploding ship and is destroyed by the explosion, calculate its basic explosion strength and add this to the basic explosion strength of the original ship and treat them as a combined explosion (since the ships blew up virtually instantaneously). If a ship in another hex is destroyed by the explosion, count its final explosion as a separate case.

(35.32) This procedure is used for ships, Pseudo-Fighters, and Bases. Fighters have an explosion strength of one, plus one for each Drone or Fusion Beam, plus the strength of a Photon Torpedo if one is on board. (XV.41)

(35.33) Multi-Warhead Drones count as a number of Drones equal to their warheads.

(35.4) Ignore Cloaking devices in calculating the range for "Self-Destruction" blast effects.

(35.5) Ships that are destroyed in combat (7.522) are also assumed to "explode" as if they had Self-Destructed. This is calculated and resolved at the end of that impulse.

(35.6) In multi-ship Scenarios, a ship may not Self-Destruct unless all but two (or fewer) or its crew units have been killed or transported to another friendly ship. This restriction is ignored if there are more enemy than friendly Boarding Parties on board, or if there are no other friendly ships remaining in play.

(36.1) The NON-VIOLENT COMBAT OPTIONS CHART is used to distribute hits that have previously penetrated Shields, Armor, or PA panels.

(36.2) A "Bridge" hit causes one crew casualty. Other hits (except possible random hits) do not cause crew casualties. Any Legendary Captain, Weapon's Officer, or Navigator on board the ship may be killed or disabled. **(154.16)**.

(36.3) Mines and Transporter bombs do not use the NVC tables.

(37.5) A ship operated by the Computer does not need as much crew. Reduce the crew to ⅓, but retain all Boarding Parties. Life-support can function at minimum levels and costs no energy. A Computer-operated ship is never penalized for being undermanned.

(38.3) (correction) Boom counters are now provided for the Klingons. These Boom counters are provided for Klingon DN class ships which have Warp capable Booms that can operate, in a limited way, as ships. Sub-light Booms may operate as such or attempt to escape using the given procedure.

(38.8) The Turn Mode for the Saucer is the same as for the Warbird.

(40.6) (Change) Do not use average ECM/ECCM levels. Resolve it separately between each firing and target ship.

(40.7) ECM and ECCM Jamming signals operate at reduced effectiveness over longer ranges. They are at full strength out to 15 hexes, lose one point of strength at a range of 16, two at a range of 21, and so on, losing one point every fifth hex.

(41.1) Since the original edition, several other ships have been modified to carry the Cloaking Device. This includes all Romulan, all Orion, all "X" class up-rated ships, and several others. All Romulan ships have the Cloaking Device included in their BPV value. Other ships must pay a BPV penalty as per **(150.7)**.

(41.2) The Cloaking Device is either "on" or "off" for the entire turn. It is turned on during the Energy Allocation Segment of a given turn and may be turned off or left on during the Energy Allocation Segment of the following turn or turns. If the Device was on during the previous turn and it is to be on during the current turn, then its operation is considered to be continuous. (i.e., the position of the cloaked ship is not revealed at the end of each turn.)

(41.41) The energy cost of operating a Cloaking Device on a Fleet Repair Dock is 10. All ships docked-inside are also considered to be Cloaked.

(41.6) Rules **(41.61)**, **(41.62)** and **(41.65)** should be used at all times. Rules **(41.63)** and **(41.64)** are considered optional. The effects of rule **(41.61)** are enforced prior to those of rule **(41.62)**.

(41.65) A Cloaked ship cannot be Tractored or displaced. If already held in a Tractor Beam, the ship can Cloak and still be held. The Tractoring ship would automatically have Lock-On. A friendly ship could Tractor a Cloaked ship, although this would expose it **(41.73)**.

(41.66) The speed at which a Cloaked ship is moving can affect the effectiveness of the Cloak. This is accounted for by an adjustment in **(41.81)**.

(41.7) There are several ways in which a Cloaked ship could lose some of the benefits of being Cloaked. If opposing ships are able to obtain a Lock-On by one of these procedures, they may use **(41.81)** to attempt to retain it when the Cloak is restored.

(41.71) A Cloaked ship may launch Shuttles. While this would give away its location, enemy ships still could not "Lock-On" to the Cloaked ship. A Cloaked ship cannot pick up Shuttles without being detected. The ship would have to broadcast a homing signal for the Shuttles (verbally announced by the player), and this signal could be detected and used for targeting. A Cloaked ship can be fired at and "Locked-On" to during the Impulse in which it picks up a Shuttle and during the Impulse before and after the Impulse in which the pick up is made. These Impulses must be announced by the owner of the Cloaked ship. Note **(19.91)** and **(20.92)**. In such cases, the weapon would roll for continued Lock-On under **(41.81)**.

(41.72) A Cloaked ship exposes its position (and can be Locked-Onto) during the Impulse that it uses Transporters for any purpose and during the Impulse before and after this. A Cloaked ship cannot be boarded by Transporters unless it can be Locked-Onto.

(41.73) A Cloaked ship is exposed (and can be Locked-Onto) if it uses a Tractor Beam or is Tractored by another ship (even if that other ship is Cloaked).

(41.74) A Cloaked ship is presumed to be using a powerful form of ECM, and may expend additional energy for ECM. It cannot use ECCM without exposing its position and allowing Lock-Ons.

(41.75) A Cloaked ship can drop mines, and could drop Transporter bombs using the procedure for dropping Mines. It could not place Transporter bombs using Transporters.

(41.8) When firing a seeking weapon (Drone, Suicide Shuttle, or Plasma Torpedo) at a Cloaked ship, or at a ship that Cloaks while the weapon is in flight, there is a limited possibility of maintaining contact long enough for the weapon to hit.

(41.81) If a ship had a Sensor Lock-On at the end of the previous turn, there is a possibility that it can maintain the Lock-On during the current turn. This is determined at the start of the turn, after the target ship announces that it has Cloaked (or remained Cloaked). This probability is determined with the following formula:

Probability of keeping Lock-On = S + ECCM−ECM−RF + SF **− 4**

The player controlling the firing ship rolls a single die. If the resulting number is equal to or less than the probability number determined by the equation the Lock-On has been retained.

The terms of this equation are defined as follows:

S = Sensor rating of firing ship
ECM = Electronic counter-measure strength of target ship
ECCM = Electronic counter-counter-measure strength of firing ship

RF = Range adjustment factor as follows:

True Range	RF
0	−1
1-4	0
5-10	1
11-15	2
16-20	3
21-30	4
31-40	5
41+	6

SF = Speed adjustment factor as follows:

Speed of Cloaked Ship	SF
0	−2
1	0
2-4	1
5-8	2
9-11	3
12-13	4
14	5
15+	6

Self-guiding weapons (e.g. Plasma Torpedoes and ATG drones) roll a die for this calculation independent of the firing ship. They have an assumed Sensor rating of "6." Fighters are assumed to have a Sensor Rating of "6". If they are within 35 hexes of a friendly carrier of the same race, or a SWAC, they use the ECM/ECCM ratings of that carrier. If not, they have an ECM/ECCM rating of 0.

If the conditions of the Cloak change, the opposing ships must roll again for Lock-On. Note that if the Cloak is voided and then restored, opposing ships would automatically (assuming their Sensor Rating was "6") gain a Lock-On and then use these procedures to attempt to retain it.

(41.82) Once the seeking weapon has entered the hex occupied by the target ship, there is a substantial probability that it will not be able to find the target. Roll one die on the following chart to determine the effect of the intercept.

Die Roll	Result
1 or 2	Weapon hits target
3	Weapon explodes near target, does ½ damage
4	Weapon explodes near target, does ¼ damage
5 or 6	Weapon explodes far from target, no damage

(41.83) If using hidden movement, the owner of a seeking weapon moves it and the owner of the Cloaked shop tells him if the hex entered is farther away from the Cloaked ship than the one just left. If it is, the weapon is returned to the previous hex and the procedure is repeated.

(41.9) Use of the Cloaking Device has certain other effects.

(41.91) Labs on a Cloaked ship may not gather any information while the Cloaking Device is on. Labs may not gather information about a Cloaked ship.

(41.92) Ignore the Cloaking Device when calculating the range for Self-Destruction blast effects.

(41.93) All monsters ignore the Cloaking Device. Using their animal "sixth senses" and instincts, they can still detect the ships accurately enough for their weapons and other effects.

(41.94) A Cloaking Device has no effect if the ship is caught by a Nova Sun (130.45), other than denying your opponents the chance to watch your destruction.

(41.95) A ship with a Cloaking Device entering a mined hex (or one with Transporter Bombs) has a reduced chance of running into the mines (since the mines electronic "feelers" can't be touched by the ship). In such cases, add three to the die roll, but a die roll of "1" always means an explosion, regardless of modifiers.

(41.96) A Cloaked ship cannot fire seeking weapons (even those with ATG). It cannot lay web. It cannot operate a Stasis Field Generator.

(42.31) The mine can be dropped while the Cloaking Device is on; see **(41.75)**.

(42.5) There are exceptions to the rule that a mine cannot be detonated by weapons fire.

(42.51) Mines can be destroyed by Minesweepers; see **(122.3)**. Non-minesweepers can destroy the mine by the same method, but they must move into the same hex as the mine, establish a "Lock-On" (with 2 added to the die roll and any result over "6" a failure), and score 8 points of damage with Phasers or Fusion Beams. Failure to destroy the mine in a single Impulse of firing at it automatically results in detonating it.

(42.6) A die roll of "1" always results in an explosion, regardless of modifiers or a lack of modifiers. Note that the damage is applied to the Shield facing the mine (not necessarily Shield No. 1).

(42.61) Mines explode in the Activity Segment of the Impulse Procedure. Any weapons destroyed by the mine cannot be used later in that Impulse. The mine is not considered part of the same volley as any later weapons fire.

(42.62) A Base (of any type) can never cause a mine to detonate, even by rotating. Tactical or Warp Tactical maneuvers will not cause mines to detonate.

(42.81) If more than one mine is in a given hex, any ship entering it must roll for each mine. If more than one detonates, the damage is cumulative but is not part of the same volley. Mines will not detonate each other.

(44.51) By the time of the First Intra-Galactic War, the Base Stations had been replaced with Battle Stations (BATS) in most cases. To convert the Base Station SSD to the Battle Station SSD make the following changes:

- Increase all Shields to 30; Lab to 4; Transporters to 4; Tractor to 6.
- Add 5 boxes to the Warp Reactor for a total of 9. This cannot be used for movement but is considered "Center Engine" for hit purposes.

– Increase Shuttles to 4; APR to 24; Battery to 6; Hull to 17; Torp to 2. Excess damage to 9.
– Add two Phaser III to each of the three Pods. Those in No. 1 have firing arcs of FX; No. 2 RS + LR; No. 3 LS + RR. (Lyrans have one ESG per pod instead. Federation and Hydrans have one P-G in each pod instead.)
– Add twelve Cargo boxes; add one "6" to Damage Control Track.
– Klingon, Hydran, Federation, Tholian, and Kzinti BATS have one Anti-Drone.
– Tholian BATS have 4 Web boxes.
– Add 9 Armor.

(44.52) To modify the Base Station or Battle Station (which are given for the Federation) to those used by other races, replace each Photon Torpedo with:

Klingon, Kzinti: Disruptor Bolt + Drone Rack

Hydran: Hellbore

Romulan: Replace the one launcher on a Base Station with the Type G Plasma Torpedo; on a Battle Station replace both launchers with a single Type R Plasma Torpedo.

Gorn: Type G Plasma Torpedo.

Tholian: Disruptor Bolt and Web Box.

Lyran: Disruptor Bolt + ESG.

(44.53) During the General War, most Battle Stations were modified to include Fighters. This modification was also performed on various stations in various situations at various times. To reflect this, certain changes are made.

(44.531) Base Stations, Battle Stations, and Star Bases may be modified to operate Fighters. If this is done, an F is added to its designation, for example: BSF, BATSF, SBF.

(44.532) A BSF has 1 Fighter Module added; BATSF has 2 Modules; a SBF has 4 Modules. The Base then operates as a Carrier. Each Hanger Module includes 6 Shuttle (Fighter) boxes, 2 Cargo boxes, 1 Tractor Beam, and 1 Hull box.

There are 6 Deck Crews in a Hanger Module (double the usual number). On a Starbase these are considered part of the central body, not separate pods. Each Hanger Module adds 10 BPV points to the Base, plus the value of the Fighters themselves. Most Bases in the General War (First Intra-Galactic War) had these Hanger Modules and a flotilla of Pseudo-Fighters.

–Each Hanger Module on a Fed Base includes a "Photon Freezer" with two boxes.
–Each Hanger Module on a Romulan Base includes 12 type F Plasma Torpedoes in Stasis Boxes which can only be fired by its fighters.

(45.6) In most cases a ship will enter a Scenario without any weapons being armed. In some Scenarios, however, the ships will be specified as entering with "weapons armed." This designation indicates that they may have their Phasers energized **(5.1 step 9)** (but no energy in the Phaser capacitors) and may have completed the "prior turns" energy requirements for weapons that require several turns to arm (Plasma Torpedoes and Photon Torpedoes, for example.) No more than one Suicide, Scatter-Pack, or Wild Weasel (one, not one of each) Shuttle may be ready at the start of the Scenario. Carriers may have weapons loaded on their Fighters only if the Scenario specifies that the ships may enter with "weapons armed."

In general Scenarios players may wish to roll to determine if this pre-arming is in effect. (In historical Scenarios it is specified.) The purpose of the rule is to simulate the fact that a ship would not waste energy keeping weapons warmed up for months or years just in case an enemy was to show up. This would only happen if the enemy was detected.

(45.61) Each player rolls a single die. If the result is "5" or "6," the ship may have weapons prepared. If the result is a "4," Phasers may be energized but no other weapons prepared. One die is rolled for the entire fleet, but it may be modified on a ship by ship basis depending on certain conditions. In this case, one ship of a fleet might have weapons armed while another didn't.

(45.62) The die roll is increased by one (these effects are not cumulative) if:
–The ship has a Legendary Captain or Weapon Officer.
–The ship has an "Outstanding Crew."
–This ship has Scout functions **(150.6)**.(This effect counts for the entire fleet.)
–The ship is Orion (they always expect trouble).

(45.63) The die roll is reduced by one (these effects are cumulative) if:
–The ship has a "poor" crew.
–The ship has a Sensor rating less than six.

(45.64) The effects of **(45.62)** and **(45.63)** will offset each other if both apply. The final result can be no more than +1 and no less than –2. Extra +1 conditions can be used to offset –1 conditions.

(45.65) This "armed" condition can be used to balance the Scenario.

(45.7) The Basic Point Values for all ships have been changed as of this Expansion Module. The new values are shown on the revised MASTER SHIP CHART included herein. The use of these values in the Basic Victory System is as follows:

A – Before the Scenario begins, both players total the "Combat BPV" of their ships. In the case of ships with a "split" (A/B) number on the chart, this is the second number. The player with the lower total scores points equal to the difference between the two if none of his units has disengaged or surrendered by the end of turn 2. For example, a Klingon D-7 fighting a Federation CC would score 20 points (137–117 = 20).

B – After the scenario is over, each player scores points based on the "Economic BPV" of the opposing ships on a ship by ship basis using the percentages shown in **(45.81)**. In the case of split ratings, the Economic BPV is the first number. Note that Pseudo-Fighters are the only units for which the Economic BPV is lower than the Combat BPV.

(45.811) In the case of Orion Pirates, these percentages are:

Internal Damage	=	10%	Destroyed	=	100%
Forced Disengage	=	0%	Captured	=	500%
Crippled	=	50%			

(45.812) For Fighters and Shuttles the percentages are (retain all fractions in the case of Fighters and Shuttles):

Internal Damage	=	25%	Destroyed	=	100%
Over Half Damage	=	50%	Captured	=	100%

(45.83) Only one of these conditions need be met to consider a ship crippled, not all five. Condition "E" includes Probes and Shuttles.

(45.84) All Basic Point Values (BPV) have been completely changed with this Expansion Module. The original BPV formula did not include corrections for the interaction of ships and weapons later added to the game. All prior BPV values are cancelled; new ones are established on the MASTER SHIP CHART.

(46.2) Change 2003 to 3403. The first number represents the smaller map used in the pocket edition.

(48.4) The Planet Crusher's close-in defense system has a 3/6ths chance of destroying Fighters/Shuttles. The Planet Crusher will fire on a Fighter/Shuttle whenever it comes within two hexes, or whenever it fires a direct-fire weapon at the Planet Crusher. Beyond 4 hexes, the chance of destroying the Fighter/Shuttle is reduced to 2/6ths, with a maximum range of six hexes. Fighters and Pseudo-Fighters do not distract the Planet Crusher as a ship (a much larger target) would.

(49.5) Reference should be to **(14.2)**.

(51.2) Ship No. 2 at up to maximum speed. Players should consider having a referee roll for the repairs in secret, not telling either player the result until repairs are accomplished. Crash Starts are rolled by the player as per the normal rules.

(52.41) If there is a CV in the No. 2 force, roll one die and subtract three from the result (less than 0 is 0). This is the number of Fighters that may be placed on the board (within 4 hexes of the CV) as a Combat Space Patrol. These Fighters are released immediately if Ship No. 1 fires across or enters the neutral zone.

(52.42) Administrative Shuttles may not cross the Neutral Zone before Ship No. 1 does. Fighters (assuming ship No. 1 is a CV) may cross it, but the release rules can be triggered by these Fighters as if the ship itself had attacked.

(52.43) Until released, ships in Force No. 2 cannot reinforce Shields; operate Tractors, Reserve Power, Transporters, or Cloaking Devices; and only half of their Boarding Parties are available for use.

(56.21) Atomic Missiles have a speed of 12. They move two hexes each Impulse.

(56.3) Sub-light Shuttles are destroyed by the second laser hit point.

(56.4) Atomic Missiles in flight are destroyed by the first laser hit point.

(57.4) The Federation "early" CA should have four APR boxes (carried in Pods of two boxes each) and two Shuttles. When the ships were converted to warp power, these Pods were removed, which is why the CA has no APR. Most of these ships included at least one launcher for atomic missiles.

(57.7) An early version of the Warhawk was used by the Romulans during this period. To make this conversion, take the War Hawk SSD and eliminate the systems listed in **(57.1)**. Replace the Phasers with Lasers.

(57.71) The Warhawk carried an early version of the "Gladiator" Fighter. It moves at a speed of 9 (two hexes in Impulses 2, 4, 6) and is otherwise the same as a sub-light Shuttle. It has one laser (FA) and carries one Atomic Missile. Players should adapt the trans-light rules for other functions of these Fighters. The Warhawk carries a total of 15 Atomic Missiles.

(57.8) Ships in the Sub-Light game move using Impulse power exclusively. In the Sub-Light game, two "Impulse Engine" hits are required to destroy each Impulse Engine box on the SSD. The first such hit is marked with a slash. The second hit on that box is marked by making the slash an "X" or any other convenient means. A "half destroyed" Impulse Engine functions normally, but only one Impulse Engine box per ship can be considered "half destroyed" at a given time.

(58.21) The use of the 20, 10 or 6 Impulse charts is for the convenience of the players. If any player insists on using the 32 Impulse chart (so that he will have a particular firing opportunity), then it must be used. If the 32 Impulse chart is not requested but other charts are, the highest requested chart shall be the one used.

(58.31) When using this rule, it is possible for two ships to be moving in the same Impulse. When this happens, both players might gain a considerable benefit from knowing the other player's move. In such cases, Monsters move first, ships second, "nimble" ships **(151.5)** third, Fighters fourth, and seeking weapons last. Within these groups, the slower ship moves first. If the speeds are equal, both players write down their movement for that Impulse only and expose these written orders simultaneously.

(58.33) PURSUIT PLOTTING

When using the various "plotted"systems, a ship can be directed simply to "follow" a given enemy ship. If so directed, the ship is moved as if it were a Seeking Weapon, though with its own speed and Turn Mode. Should it enter the hex occupied by the ship it is following and then be required (by its speed) to move out of that hex before the target does, it moves straight ahead and then begins "pursuing" the target again. Federation ships could use Emergency Deceleration.

(58.45) This refers to the second Impulse of the 32 Impulse chart.

(58.51) The cost of a HET is equal to the cost of 5 hexes of movement.

(58.543) (addition) Nimble ships **(151.3)** don't have to roll for the first HET during a given turn. The second HET during the turn is considered the first for puposes of **(58.55)**.

(58.55) (change) The first HET during each turn can result in a breakdown, but two is subtracted from the die roll when determining this. The die roll is made after the HET is complete and the ship has moved into its new hex.

(58.56) A ship can only make a HET on an Impulse during which it is scheduled to move. The HET counts as a turn (starting the turn mode count again).

(58.58) If the ship suffers from a second HET breakdown, the damage is determined as a portion of the remaining crew, Engines, etc., at time of breakdown. Each breakdown reduces the breakdown number by one for the remainder of the Scenario. For example, 4-6 becomes 3-6 (and possibly 2-6 and 1-6 later).

(59.3) Each Tractor Beam can recover one Shuttle and must have had one unit of power allocated to it.

(59.421) All Fighters must have their target in the FA firing arc to have a "Lock-On" for purposes of firing Drones. The target may be in any of the Fighter's arcs for purposes of guidance.

(59.43) "Hits" should read "Damage Points."

(59.44) In this case, the Carrier must be within 35 hexes of the target and Drone to provide guidance.

(59.495) Every second Attack Shuttle Box hit destroys one deck crew.

(59.497) Carriers normally do not have Fighters armed when traveling (since it is not necessary and is dangerous). In areas where enemy action can reasonably be expected (and often where it isn't), two Fighters are usually kept "on deck" armed with Drones (or whatever) for quick launch. Carriers normally enter a Scenario without their Fighters armed, but if the Scenario specifies "weapons armed," they can be loaded.

(59.498) Carriers that operate Fighters carrying Drones are presumed to have a supply of Drones on board. These Drones are used to rearm the ship's Fighters.

(59.4981) Carriers have storage space as follows:

Fed	CV:	500 space points	KZ	CV:	150 space points	KI	CV:	100 space points
	GS:	200 space points		CVL:	100 space points		B10:	100 space points
	DE:	100 space points		CVE:	75 space points	All	SBF:	1000 space points
	ECL:	100 space points		SCS:	200 space points		BATSF:	500 space points
							BSF:	250 space points

(59.4982) Each Shuttle box that originally contains a Fighter that can carry Drones is presumed to have a "ready rack" to store reloads. This is a mechanical assembly that could be considered a cross between a gun rack and a forklift. Fighters cannot have Drones reloaded unless these Drones are already stored in the ready rack. Deck Crews must move reloaded Drones from storage **(59.4981)** to the ready rack. This activity takes the same effort as loading a Drone on a Fighter. Normally, a Carrier keeps the ready racks filled but the Fighters unloaded. When a strike is needed, the Fighters are loaded with Drones and launched. While the Fighters are away, the deck crews feverishly reload the ready racks. A CV normally begins a Scenario with Fighters unloaded (except for those on patrol or standby) and all ready racks loaded. If the Scenario allows it, the Fighters may be loaded. If the Fighters are loaded, the ready racks may be loaded or empty.

(59.993) Stored Drones (including those in the ready racks) are kept inert by having their detonators removed.

(59.994) Drones held in ready racks count as part of the ship's storage. They will not explode in a chain reaction.

(60.1) INTEGRATED DRONE CHART (See page 48.)

(60.311) ATG Drones launched within 8 hexes are considered to have picked up their target if it is within the FA arc of the Drone at the beginning of the Drone's second or later Impulse.

(60.331) An ATG Drone that has acquired its target does not count against the firing ship's limit of Drones it can control.

(60.34) An ATG Drone that has acquired a target uses the procedure in **(41.81)** if that target turns on a Cloaking Device.

(60.44) All ADD have 360° Firing arcs.

(60.5) (Advanced) Drones may be launched during the Impulse Procedure Activity Segment of any Impulse. Players must designate, in advance and in writing, the target for each Drone to be fired during the planning Phase. Fighters

and Pseudo-Fighters are exempt from this requirement. Note that it will be necessary to record the Impulse of firing so that the Drone's last Impulse can be determined. A Drone with a duration of 3 turns fired during Impulse 14 of turn 5 would be removed from the board at the end of Impulse 13 of turn 8.

(60.51) A given Drone rack may not fire Drones in two consecutive turns if the firing Impulses are less than 16 (out of 32) apart. For example, a Drone rack fires a Drone during Impulse 24 of turn 5. It could not fire again until Impulse 8 of turn 6. All previous restrictions on the number of Drones that can be fired by a given ship during a given turn still apply. Even though this rule allows a rack to fire two Drones "half a turn" apart, it cannot fire those two Drones during the same turn.

(60.6) Firing weapons at Drones is dependent primarily on the ability of sighting Devices to keep up with the rapidly moving and maneuvering targets. In the past, fire has been limited to Phasers for simplicity. This being anything but a simple game, the following revision is now allowed.

(60.61) Phasers, Plasma Torpedoes, Drones, Displacement Devices, Anti-Drones, and the Mauler operate normally against Drones.

(60.62) Photon Torpedoes, Disruptors, T/R Beams, Hellbores, Fusion Beams: add two to the die roll when determining hits/damage.

(61.1) (correction) If four units of energy are added on the second turn, the warhead strength is 12. If six units are added, the warhead strength is 16.

(61.5) The range limitation applies to true range, not to adjusted range.

(62.4) The range limitation applies to true range, not to adjusted range.

(64.2) If not damaged for three consective turns, warp-powered Booms (and Saucers) may (at the owner's option) create Shields of 20 in all directions. Sub-light Booms (and Saucers) can erect Shields of 5 boxes. All hits scored on the Shields prior to separation are applied to these Shields, although Damage Control may repair them.

Example: A Federation Dreadnought has received 27 hits on Shield No. 6 and 14 hits on Shield No. 2. Shield No. 1 has been destroyed. After separation Shields are reestablished. On the new Shields, No. 1 and No. 6 are completely down, while No. 2 has only 6 boxes. All could be repaired up to their "full" strength of 20.

(64.4) Klingon Dreadnought Booms and Federation Dreadnought Saucers have turn mode "C".

(64.5) Klingon DN Booms and Fed DN Saucers may drop the Warp Engines attached and be considered the same as other Booms. Note that the high electronic signature of the Warp Engines makes it impossible for these Booms to use the escape procedure without dropping the Warp Engines.

(64.6) Klingon E-4/3 and G-2/1 cannot separate their Booms.

(65.2) Ranges of 16-22 are reduced to 15 for Disruptors. The Device works as stated for Phasers and Photons.

(65.5) The UIM may be used with overloaded weapons.

(66.4) The Pod may be released during the Drone and Shuttlecraft launch Phase. If using optional rules to launch Shuttles (etc.) on any Impulse, it can be dropped on any Impulse after movement and before combat. If all boxes on the SSD of a Pod are destroyed, the Pod is automatically dropped immediately. The Turn Mode of the ship improves (in most cases) immediately, while the movement cost is reduced to the appropriate figure at the start of the next turn.

(66.5) Same as **(66.4)** but relates to re-attaching a Pod.

(67.2) All Orion ship types can double their Engine output. However, each Engine is doubled (or not doubled) individually. Each ENGINE that doubles its output loses one box. Thus, a CR could lose two Engine boxes per turn, a CA three.

(67.21) LR/DR class ships can lose only one Engine box per turn through this procedure, even if both Warp Engines and the Impulse Engine are doubled.

(67.22) Orion ships may also double the outpt of their Impulse Engines.

(67.4) If the Engine output is doubled, the power required to operate the Cloaking Device is also doubled due to the "brighter" electronic signature that must be masked. This is based on a per Engine basis. If only one Engine is doubled, the cost of Cloaking is increased by 50% (if the ship has two Engines, 33% if it has three).

(67.5) Federation Intelligence has determined that Orion ships can operate their Control Space as Labs. When doing so, the control space cannot function as a control space. The decision to temporarily convert one or more of the Bridge (or other control) boxes to a Lab is made during the energy allocation procedure and is in effect for the entire turn. Even though Orion ships have a limited science capability, it is not their policy to investigate monsters that do not directly threaten them. Usually, the procedure is to "leak" the news of the monster to the local authorities and to sell them any information already gained at standard rates. Note the new Probe-Drone **(147.0)**.

(67.6) All Orion ships are designed with a Gravity Landing System (GLS) that allows them to land on planets or asteroids. To use this system, the ship must have at least one working Tractor Beam. They must apply an amount of energy to this Tractor Beam equal to the amount required to move five hexes for each turn of the descent. Otherwise, they use the system given in **(73.16)**.

(69.1) Webs may not cross over or connect, or they are considered a single Web. Globular Webs may not include more than a single "loop." They need not be perfectly circular. Any two adjacent Web hexes are considered to be connected. Webs cannot be moved.

(69.41) A ship can lay several hexes of Web in a given turn, limited only by power. If a ship lays two or more hexes of Web during a turn, they need not be in consecutive hexes of the ship's movement but must satisfy other rules of Web construction. (The last sentence should read "...adjacent to two and only two other hexes.")

(69.6) If a ship moves through a Web by expending the requisite power, the Web itself is not affected. All of the energy to break through a Web must be expended on the same turn. If a ship is caught in a Web and cannot expend sufficient movement points in a single turn to escape, it cannot move out and cannot carry over movement points expended on one turn to the next turn to satisfy this requirement.

(69.63) Drones, Suicide Shuttles, and Plasma Torpedoes may move through Web hexes by spending a portion of their movement points equal to the Web's strength in the Web during a single turn. If the strength of the Web exceeds their speed, they remain trapped permanently. A ship or Shuttle caught in a Web could make tactical maneuvers or tactical warp maneuvers.

(69.64) If a ship (or a Base, FRD, or Shuttle) is in a Web hex, then anything launched or undocked from it is caught until is expends enough power to escape, as if it had entered the Web hex from a non-Web hex. This applies to ships undocking from Bases or FRD's.

(69.65) One ship could attach Tractor Beams to a ship caught in the Web to pull it clear. However, the movement cost of this would be calculated as in **(71.21)** and could be prohibitive.

(69.66) Transporters cannot function through Web hexes.

(69.67) When a Self-Destruction blast occurs near a Web, the blast may enter the Web hex, but it will lose one point of its strength for each strength point of the Web. The strength of the blast in hexes on the other side of the Web is reduced by the strength of the Web. For example, a 100-point Self-Destruction blast is in hex 0909. A 20-point Web is in hexes 1101-1125. Hex 0708 receives 75 hits, while hex 1109 receives 55. Hex 0509 receives 25 hits, while 1309 receives 5.

(69.71) After Y160, one unit of energy is sufficient maintenance for five hexes of Web. After Y175, Web diminishes only one-half point per turn and one point of energy can maintain 10 hexes of Web.

(69.8) Tholian ships may fire their Phasers (not other weapons) through their own Web hexes. The number of damage points scored for each Phaser that hits is reduced by one for each hex between the firing ship and the farthest Web hex that the line of fire passes through or into.

(70.2) The range limitation applies to true range, not the adjusted range.

(70.3) Two different ships in the same or different hexes (but both within the firing arc) may be placed in Stasis. The cost is double the cost of holding a single ship, plus two extra energy points per turn. Similarly, three ships could be held in Stasis at a cost of triple the normal cost plus three extra units of energy per turn.

(70.4) The generating ship cannot move or be moved; it cannot be towed by Tractor Beams. If this occurs, the Stasis Field is broken. It could make tactical maneuvers so long as it keeps the target ship in its FA firing arc.

(70.5) A Tractor link is broken if either the Tractoring or Tractored ship is placed in Stasis.

(70.6) The ship held in Stasis cannot be Tractored. Nothing can be Transported onto or off of it. Of course, Transporter Bombs could be sown in considerable depth around it.

(70.9) Star Bases, Battle Stations and Base Stations cannot be place in Stasis because of their positional stabilizers.

(71.1) Tractor Beams are used during the Impulse Procedure Activity Segment of any Impulse.

(71.21) Towing via Tractor Beam places a considerable strain on the ship. This is reflected by these rules.

(71.211) When towing a Tractored ship or ships, the movement cost per hex is equal to the cost of all ships involved. For example, a Fed DN (1-1/2) towing a Scout (1/2) and a CA (1) would have to pay 3 movement points per hex. There is no additional cost for towing Shuttles, Fighters, or Pseudo-Fighters.

(71.212) The HET breakdown number is decreased by one for every ship towed (a rating of 4-6 becomes 3-6). If a breakdown occurs, the Tractor Beam is broken and cannot be restored on the current turn. In addition to the damage resulting from the breakdown, the towing ship takes one point of internal damage, distributed directly by the DAC **(7.51)**, for each unit of speed. For the remainder of the turn, the towed ship does not move, while the towing ship continues its movement. Shuttles, Fighters, and Pseudo-Fighters do not count for purposes of this rule and are not affected by it.

(71.22) Tractor Beams may be operated at up to three hexes range. Twice as much power must be allocated to each Tractor for the specific function being used if the range is two hexes, and three times as much as three hexes. To tractor a ship at three hexes, calculate the power required in **(71.5)** and triple it.

(71.23) If a Tractor Beam is attached to an object, it can be released voluntarily by the owning player during the Activity Segment of any Impulse in the turn. A ship released from a Tractor Beam operates normally for the remainder of the turn, moving with a speed equal to that with which it was using to try and break the Tractor Beam.

(71.24) If Tractor Beam boxes on the SSD are destroyed during the course of a turn to the extent that a ship does not have as many Tractor Beam boxes as it has Tractor Beam links established, Beams must be voluntarily released until there is a working box (with power supplied to it) for each Beam still operating.

(71.4) This should read: "same or adjacent hex."

(71.41) A Drone loses its tracking and is destroyed if Tractored by a ship other than its target. A Drone targeted on the Tractoring ship is able to retain its targeting and will resume movement if released.

(71.5) Any amount of power may have been used for negative Tractor Beam (just as it may be for Tractor Beams). Negative Tractor Beam is an activity or function of Tractor Beams, not a device. To use negative Tractor Beam the captured ship must have at least one working Tractor Beam. Alternatively, the captured ship could apply speed (which might be a more efficient use of power) and break away by force. These conditions apply to establishing a Tractor link. For towing the ship, see **(71.21)**

(71.51) These conditions apply to establishing a Tractor link. For towing the ship, see **(71.21)**.

(71.6) A Tractoring ship may rotate (move) a Shuttle, Drone, or ship. This refers to the hex it is in, not its facing. The facing is controlled by the owning player. A ship could be pulled into the same hex as the Tractoring ship by this method. For example, ship A in hex 0911 is holding ship B in 0811 by Tractor Beam. Ship A could rotate ship B to hex 0810, 0912, or pull it into 0911. This rotation or movement can only be done during one Impulse of any given turn.

(71.8) A Ship, Shuttle, or Fighter being towed or held by means of Tractor Beams cannot fire its weapons (exceptions, see **(71.81)**), launch or recover Shuttles or Fighters, or operate its own Tractor Beams except against the ship holding it. It cannot transfer power to any other ship including the towing/holding ship. Its systems and shields are not combined with any other ship. It may be fired at separately by enemy ships, and if it is destroyed, it is considered to explode **(35.5)**.

(71.81) A unit held in a Tractor Beam may fire its weapons at the unit holding it. Also a unit held in a Tractor Beam by a unit with a smaller Shield Class may fire its weapons at any target without restrictions (III is smaller than II; IV is smaller than II or III.)

(73.1) Weapons cannot be fired "along the edge" of a hex containing a planet of this type.

(73.11) There is no practical way in which a ship could destroy a planet. Small asteroids and moonlets could be destroyed using procedures of **(93.4)**.

(73.12) If a planet occupies a hex that is directly between two ships (that is, a line drawn from the center of each hex passes through any part of, but not along the edge or through a corner of, a hex containing a planet, or part of a planet), the two ships cannot maintain an "Lock-On" each other. If Drones are in flight when the Lock-On is lost, they are removed from play. In this case, during the Activity Segment of the first Impulse after the obstacle has passed, roll again for a Lock-On.

(73.13) Seeking weapons with their own guidance (ATG and I-SH Drones, Plasma Torpedoes) lose their target if a planet comes between them and that target. They acquire the planet as their new target and proceed to hit it. They will strike and explode on the planet. If it is a friendly planet to one player, this may result in considerable loss of life and property and should be suitably penalized. One victory point per point of warhead strength may be used if no other penalty is specified.

(73.14) A planet between the seeking weapon and its controlling ship does not cause the weapon to lose tracking. It receives its instructions by sub-space.

(73.15) Ships may "crash land" on planets in the same manner as Shuttlecraft land on them **(73.16)**. Note that the term "crash landing" is not absolutely correct, but a ship landing on a planet is often (but not always) on a one-way trip. All Orion ships and Tholian PC/BW ships are capable of landing on planets using their Tractor Beams as a gravity-landing system. See **(67.6)**. The Slaver class is also designed (with "gull wings") to land on a planet with an atmosphere using minimal power (it can land "dead stick" like the 1981 "Space Shuttle") to avoid detection. Romulan WE, WB, WH, Falcon, and Pelican class ships can also land "dead stick."

(73.16) RULES FOR LANDING SHUTTLES ON PLANETS

The Shuttle must end its turn in a hex adjacent to the planet. On the next turn, it moves into the hex containing the planet at sub-light speed. On the next turn, it is "descending." On the next turn it lands. Taking off is similar. The first turn is spent parked on the planet. The second turn is spent "climbing" through the atmosphere (still in the planet hex). The third turn is spent moving one hex (sub-light) out of the planet hex. Thereafter, it moves normally. In the case of planets without an atmosphere, the turn of "climbing" or "descending" is skipped. These rules can be used to land on asteroids and moons. In the case of gas giants, one "descending" (or "climbing") turn must be spent in each "atmosphere" hex before reaching the surface and landing.

(73.161) Pseudo-Fighters, Romulan WB, WE, WH, Falcon, Pelican, Tholian PC, BW and Orion ships can use these procedures to land on planets. These types (and Shuttles or Fighters) are capable of landing and taking off again. Unless specifically designated otherwise, other ships landing on planets are presumed to be destroyed. Wreckage and any surviving crew units are located in the hex of landing. Each crew unit or Boarding Party has a 50% chance of surviving the crash. Their chances of further survival depend on the planet they have landed on and the actions of other units in the Scenario.

(110.5) If a ship with PA panels detonates a Transporter Bomb the damage points are applied to the PA panels on the front of the Hull (assuming the ship was moving forward). Damage in excess of what the PA panels can absorb is resolved as internal hit points.

(110.6) Transporter Bombs can be laid in the same manner as NSM without using Transporters.

(XV) In general, rules that apply to Fighters apply also to Shuttles. Any exceptions to this are stated in the appropriate rules section. During the time of the General War, many Fighter-using races introduced new, improved models of their Fighters. These are shown in the Fighter section of the MASTER SHIP CHART.

(XV.1) All Fighters have a Turn Mode of 2 at speeds of 12-23 and a Turn Mode of 3 at speeds of 24 and higher.

(XV.4) Fighters and Shuttles may Self-Destruct or surrender just as ships may, should the tactical situation warrant. Under normal circumstances, the situation would only "warrant" such action if the Fighter was damaged to within two points of destruction, or there were no remaining friendly ships within cruising range. Historically, most Fighter pilots have chosen to surrender (after destroying their craft), and with a few notable exceptions have been treated fairly as prisoners of war.

(XV.41) The destruction (or Self-Destruction) of a Fighter causes a one point explosion in the hex where it Self-Destructs only. Add to this one point for each Drone or Fusion Beam charge on board, plus one if the Fighter had a booster rack. If the Fighter was carrying a Photon Torpedo, its strength is added to the explosion.

(XV.42) Fighters may not disengage by acceleration, but they could effectively do so by simply moving away from enemy ships. Shuttles remaining in play after all friendly ships have been destroyed, captured, or forced to disengage are presumed to be destroyed, even though they may have a slim chance of reaching safety. Fighters have a limited range, and the pilot will die a lonesome death if there is not a planet, base, or ship somewhere relatively close.

(XV.5) Fighters will not normally be the only ship type in fleet Scenarios because of their range limits. There must be a carrier, base (of some type), or planet with launch/base facilities present for Fighters to be there in the first place. Scenarios such as **(169.0)** are set within a few million miles of a Base Station. While Dash Pods **(152.0)** can extend their range, Fighters are still quite limited in their range when compared to Starships.

(XV.6) All Fighters may make tactical warp maneuvers instead of their regular movement. In such cases, they would not move but could turn whenever movement was called for. Fighters and Shuttles do not have to move at their maximum speed but may move slower if they wish. Such a change in speed must be declared at the start of the turn and cannot be changed (exception, see **(27.11)**).

(XV.7) Fighters carrying Drones, Plasma Torpedoes, and Photon Torpedoes may not launch them during the Drone and Shuttlecraft Launch Phase in which they themselves are launched. If using the "launch on any Impulse" rules, these weapons cannot be launched until half of the turn has elapsed, i.e. the first 3, 5, 10, or 16 Impulses. They could fire them on Impulses 4, 6, 11, or 17, assuming the Shuttles themselves were launched during the Shuttle Launch Phase, or that number of Impulses after the fighter was launched.

(XV.71) If a Fighter launches, fires weapons, and lands all within the same turn, it cannot launch on the next turn, nor can it count the turn on which it launched and landed as the "landing turn" for purposes of reloading. For example, a Fighter that launched during Impulse 4 of turn 7, fired a Drone on Impulse 21, and landed back on the CV on Impulse 29 could not launch on turn 8 and would be considered to have landed on turn 8 for reloading purposes.

(XV.8) Fighters may always fire at anything that is in the same hex as they are. This reflects "Dogfighting." Note that a Drone launched in this case would hit before there was time to fire at it, but it might be distracted by "chaff" **(150.1)** dropped during the same Impulse Procedure Activity Phase.

(XV.9) All Fighters and Shuttles are considered to be "crippled" when they have received hits equal to two-thirds of the number required to destroy them. If crippled, no weapons will operate and speed is reduced to one-half. Booster Packs, if still carried, must be dropped at the end of any impulse in which a Fighter/Shuttle is crippled.

(111.3) A Gladiator could be temporarily transferred to another ship and might have a Plasma Torpedo in its stasis box. However, this would be a very temporary operation done only for short periods. The Plasma Torpedo could be kept in the box for the length of a Scenario, but not much longer (certainly not more than 24-48 hours). The boxes manufactured by the races in the game are simply not as good (or as permanent) as those occasionally found where they were left by previous empires thousands of years ago.

(112.4) Technological improvements in Spider design after Y168 enabled the Fighters to lay web connected to the Black Widow without any energy cost to the BW. The web laid has no strength and must be reinforced and/or maintained by ships. Web laid in this manner disintegrates (ceases to exist) if not energized by the end of the turn after it is laid. Once energized, it is treated as normal web.

(112.5) The Tholian Spider-II class fighter carries one Disruptor Bolt weapon. It can fire twice (but not on the same turn) without reloading. Reloading is done the same as Drones.

(113.3) Type I-S Drones can be fired at any target.

(113.4) The Type I-S Drones may be (and by Y170 most were) equipped with modified ATG warheads. These are referred to as Type I-SH Drones.

(113.41) The type I-SH Drone is identical to the I-S except that, after it has "locked on," it does not need guidance. The warhead of a I-SH is not reduced.

(113.42) The Type I-SH will "lock on" to its target automatically when it has closed to a range of 4 hexes or less. If this range increases later, or if the target moves out of the I-SH's FA arc, it loses its "lock on." If the launching Fighter still has "lock on" to the target, there is no effect; the Drone keeps following the target. If the launching Fighter has has lost its "lock on," the I-SH is removed from play.

(114.2) The limitation on firing applies to each time the Stinger is launched. When recovered by the launching ship, the Fusion Beams may be reloaded in the same manner as Drones, using special capacitor modules. One of the Fusion Beams fires RF, the other LF.

(114.21) The Stinger Fighters can hold their Fusion Beams until fired. They do not have to fire on the turn of launch. They cannot fire a given Fusion Beam twice on the same turn. The maximum range of Fusion Beams on the Stingers is 3 hexes.

(XVI.2) All "X" cruisers can accelerate by 15.

(116.4) Even using reserve power, weapons may not be fired more often than they could otherwise. For example, Phasers could only be fired once per turn regardless of the availability of reserve power.

(116.5) After Y171, all ships can use the Reserve Power Rules. (This refers to the standard Star Fleet Universe, in which no "X" ships were ever built. The other "X" technology rules cannot be used.) However, Batteries still hold only one unit of power each, so the effect of this rule will not be as significant as in the Up-rated ships.

(117.21) Overloaded Phasers may be "held" in the same manner as regular Phasers. Unused Phaser energy from a previous turn may be combined with additional energy to overload. The decision to fire a Phaser in an overloaded mode is made at the start of the turn for the specific Phaser in question. This is due to the necessity to charge its individual capacitor.

(117.22) All Phasers on "X" ships may use rule **(117.2)**.

(117.3) Overloaded Phaser-I's can be fired as "Rapid Pulse" Phasers. In this case, they operate as two overloaded P-III's.

(118.01) (Experimental) All Up-Rated Cruisers may have the Cloaking Device installed. In such cases, double the BPV of the ship. Players should note that this will considerably change the complexion of the game, but it may be challenging in a different way. The cost of operation is 30 units of power per turn for all CX types.

(118.02) Add one "6" box to Damage Control for all "X" ships except Orions, in which case add one "4" box.

(118.1) The Federation CX can arm Photon Torpedoes in a single turn by allocating the total amount of energy required in that single turn. Such Torpedoes can be held as per **(17.3)**.

(118.11) Overloaded Photons can be armed in a single turn but cannot be held. In such case, a die must be rolled at the time of firing. If the Die Roll result is 1-3, the Torpedo is armed and ready. If the result is 4 or 5 the Torpedo has become unstable and was ejected by alert officers. If the result is 6 the Torpedo immediately explodes in the tube. The tube is destroyed, and the full warhead strength is resolved as internal hits on the firing ship. This applies to overloaded Photon Torpedoes used by any "X" ship.

(118.111) A Poor crew adds one to the die roll for this rule.

(118.112) An Outstanding crew, or a good crew with a Legendary Weapons Officer, subtracts one from the die roll.

(118.2) Photon Torpedoes used by the Klingon DX can use all rules for Federation Photon Torpedoes.

(118.3) Plasma Torpedoes armed in a single turn cannot be held. Plasma Torpedoes loaded in a single turn are Type "G-II". Torpedoes may, at the option of the owning player, be armed in the normal method.

(118.51) HYDRAN X-DRAGOON

Make the same changes to the Dragoon SSD as to the Ranger SSD.

(118.6) The Orion CRX can operate its Photon Torpedoes in the same manner that the Federation CX does.

(118.7) The KRX uses Romulan type Plasma Torpedoes if loading normally, and Type G-II if loading in a single turn. Torpedoes armed in a single turn cannot be held. Torpedoes may, at the option of the owning player be armed in the normal method.

(118.8) The Tholian CX can operate its Photon Torpedoes in the same manner that the Federation CX does.

(118.91) LYRAN X-TIGER

Use the Tiger SSD. Increase the Shields to 44 (No. 1), 33 (No. 2 & No. 6), and 27 (No. 3-5). Increase the Batteries to five. Replace the P-III's with Gatling Phasers. Increase the Warp Engines to 18 boxes each. Increase the forward Disruptor and Phaser-I mounts from two boxes each to three boxes each. Add one Photon Torpedo on each side (RF + R/LF + L) just in front of the ESG. These Photon Torpedoes can be operated under the same rules as the Federation Photon Torpedoes.

(119.212) Engines cannot be operated for movement but may provide power to the FRD.

(119.214) The Shields operate normally except during the first Impulse of the undocking turn and the last Impulse of the docking turn, when they do not operate at all. If docking or undocking during an Impulse, Shields are down during the Impulse that docking or undocking takes place.

(119.217) Tugs are considered to be the same size as CA's. Pods are considered to be "smaller ships" if detached and part of the Tug if attached. P/F are considered to be 1/2 the size of a "smaller ship" and 1/4 the size of a "cruiser." Six P/F, or two P/F and two "smaller ships," could occupy the dock at the same time.

(119.222) This power transfer is allowed by special equipment only installed on FRD.

(119.223) This power transfer is allowed by special equipment only installed on FRD.

(119.224) Add the following systems to the chart:

2 Shuttle bay	15 Displacement Device
5 T/R Beam, PA panel	20 Stasis field generator
6 Fusion Beam	20 One box on the Damage Control Track.
6 should read "any control system"	

(119.23) These rules are used only to tow the FRD. Because of its special construction, it operates as a special case. For towing ships, refer to **(71.0).**

(120.1) The CV(T) and Battle Tug can fire two Drones per turn (one from each pair of racks). It is considered to be a Tug + 2 for turn mode purposes.

(120.2) The Tug, Battle Tug, and CV(T) should have two Lab, one APR, and one Probe boxes.

(120.21) The Tug shown on the SSD reflects additional weapons used primarily on Battle-Tug and CV(T) conversions. Tugs of this type are designated Tug–A for purposes of the MASTER SHIPS CHART.

(120.22) Tugs in normal service have only two Disruptors and one Drone rack. These are designated Tug–B.

(122.01) Romulan Warhawk and Falcon ships carry one NSM. Carrying of mines by KR, KF5R, KRX, or Condor is at the option of the ship CO. (See Romulan Imperial Regulations 34.56A-paragraph 3, sub-paragraph b, part 2, as amended by later orders.)

(122.1) The Condor can accelerate by 15.

(122.3) When a minesweeper moves adjacent to a mine it receives a "–2" adjustment on the die roll for a detonation. A result of "1" always causes an explosion, regardless of modifications.

(123.1) (C) The Plasma Torpedo Tubes on the Gorn Monitor Pod have swivel-mounts. The right mount could fire in directions 1, 2, or 3. The rear mount could fire in directions 3, 4, or 5. The left mount could fire in directions 5, 6, or 1. The Scanner on the Starliner is added to that of the Tug that is carrying it.

(123.1) (E) PSEUDO-POD (Allen D. Eldridge)

This type is not a true pod, but an imitation intended to deceive the opposing player. The Tug appears to be carrying a Pod (of any type), but the Pseudo-Pod is ignored for purposes of movement cost and turn mode. A Pseudo-Pod (which is an inflated light-metal construct) might be used when baiting a trap for pirates or to convince them that an empty Tug is a Battle-Tug. Pseudo-Pods were first used by the Gorns shortly after their Tug class entered service and have been used by all other races. The Pseudo-Pod is destroyed by the first "Cargo" hit.

(123.2) The Gorn Sub-light BB has Damage Control (as do all sub-light ships) for use between Scenarios of campaign games. Turn mode is 3.

(127.1) If an Intruder has launched all of its Satellite ships, Shuttle hits are skipped and you proceed to the next column of the DAC. The "Hanger" cannot be destroyed.

(127.4) (Clarification) The Satellite Ships mentioned are the Cobra and Courier ships. If their Intruder is destroyed in combat, it is assumed (but unconfirmed) that SS's able to disengage proceed to a secret rendezvous.

(127.5) The Andromedans use Damage Control between Scenarios of a campaign game. They can repair a number of Power Absorbers equal to twice their Damage Control rating. Damage Control can also be used to repair critical hits.

(127.6) Each Battery on an Andromedan ship can hold up to five units of power.

(128.1) (Typo) Federation: Two "CS" should be "CX."

(133.4) The asteroids are large single rocks, not asteroid fields. The effects of asteroids **(73.3)** can be ignored. They cannot be moved by Tractor Beams until power is exerted equal to the total strength of every hex of the web. They cannot be destroyed since web holds them together (a sack of small rocks does as well as one big one in this case).

(133.5) The BPV of the Base Station is 200 for this scenario.

(138.0) Players may select up to 1,000 points worth of ships. This change is required by the new BPV values.

(139.4) For every fifth Impulse that the Kang spends facing (not necessarily moving in) Direction C during a given turn, mark off one extra turn until rolling for the next group. If the Kang were to move in direction C at a speed of 30, seven "turns" would be marked off for each turn. This means that the next group will arrive in three, not 20, turns. Each Impulse spent facing in directions B or D counts as 1/2 an Impulse facing in direction C.

(141.0) Note the following additions:

Federation:	6	Fleet Tugs		
	1	CVL per round for rounds 2-4 available against any enemy when on defense. When Attacking, 2 are available at the start against any enemy.		
	1	Carrier group in original forces (CV + ECL + 2xDE) available against any enemy.		
	1	Carrier group added third round when on defense against any enemy. If on offensive, available at start.	Kzintis:	4 Fleet Tugs
Klingons:	1	Battle Tug		2 Battle Tugs
	6	Fleet Tugs		3 SCS (each with 6 P/F)
	6	E-3 (assigned to carriers)		1 Tug (CV)
	30	G-2		3 DF
	1	B-10 BB (optional)		3 Scout
Gorns:	1	Monitor Tug	Hydrans:	3 Paladin DN
	4	Fleet Tugs		6 Scout
	3	DN		9 Hunter
Lyrans:	15	Tiger CA		3 Dragoon
	15	Panther CL		3 Knight
	18	Leopard DD		6 Cuirassier
	24	Cheetah FG	All:	3 P/F or 6 Ftr at each Base Station
				12 P/F or 24 Ftr at each StarBase

NOTES: The Lyrans can use 2/3 of their forces against either the Kzintis or Hydrans. Any race that has P/F may tow up to 18 of them when the aggressor. The Gorns have, according to Star Fleet Intelligence, three Monitor Pods. However, their war plans call for using only one of them, since to use all three would tie up too many of their tugs and deny them the vital fleet transport/supply support they require in their desolate area. The Andromedans may have sent a couple of dozen "Intruders" toward our galaxy, but they have been arriving over a period of decades and it is rare for two to appear in the same year, let alone area. The Andromedans do not appear to be interested, at this point, in participating in the military campaigns of this Galaxy, but it could be assumed that they might do so as a means of conquest, if that is what they are trying to do. In such a situation, perhaps three to five Intruders could be added to the forces of any fleet.

The MASTER SHIP CHART has been totally revised for this edition. The BPV of a ship includes its administrative Shuttles, but not any Fighters.

XXII NEW WEAPONS

(145.0) HELLBORE (Andrew Robinson)

The Hellbore is another example of the Hydran development of fusion technology. It fires an ultra-velocity fusion bomb. Upon striking the target, it spreads over the entire ship (by a special magnetic field) and then implodes. Due to the nature of the Shields themselves, more damage is done to the weakest Shield.

(145.1) The Hellbore must be armed by allocating three units of energy on each of two consecutive turns. Each Hellbore box represents a specific weapon. It can be operated independently of other Hellbores but can only be charged with one "shot" at a time. The weapon cannot be held and must be fired during the second turn of charging.

(145.2) The Hellbore is a direct-fire weapon carried by the Hydran Dreadnought class and certain other ships. The Hydrans have produced modified designs of the Ranger (Dragoon), Lancer (Knight), and Hunter (Cuirassier) which use this weapon, and formed them into an "Expeditionary" fleet. Being less dependent on expendable Fighters for firepower, the fleet is intended to operate at considerable distances from Hydran Bases, such as on a "breakthrough" to the Federation. Damage caused by it is resolved on the HELLBORE COMBAT RESOLUTION CHART **(145.3).** Determine the range and roll two dice. If the total of the dice is equal to or less than the hit number shown on the chart for that range, the weapon has hit.

(145.3) HELLBORE COMBAT RESOLUTION CHART

Range	1	2	3–4	5–8	9–15	16–22	23–40
Hit No.	11	10	9	8	7	6	5
Base Damage	20	17	15	13	10	8	4

(145.4) To determine the damage caused by the Hellbore, make the following calculation.

A – Take the base damage from the chart and subtract any General Shield Reinforcement. This uses up the General Shield Reinforcement (assuming that the base damage is larger than the reinforcement).

B – Divide the remainder by two, rounding fractions up. Apply this amount to the weakest Shield. If two Shields are equally weak return to the start of this step and divide the damage into thirds. Apply one third to each of the two "weakest" Shields and carry the remainder over to the next step. To resolve fractions, keep the two "thirds" that attack the weak Shields equal in strength, adjusting any odd points to retain this. A similar procedure can be used if there are three or four equally weak Shields.

C – Apply the remaining damage points to the remaining five Shields one point at a time (repeat until all are used), starting with the weakest Shield and progressing in order to the strongest Shield.

When calculating the weakest Shields, include Specific Shield Reinforcement.

(145.5) Hellbore damage that penetrates the Shields is resolved as a single (and separate) volley. Ignore the directional Phaser restrictions in resolving this volley.

(145.6) If a Hellbore is fired at a Drone, Shuttle, Fighter, or other unit that does not have specific shielding specifications (such as monsters), simply apply the base damage to the target as you would from any other direct fire weapon. If a Hellbore is fired at a ship equipped with Power Absorbers, the player controlling the target may absorb the damage into any Power Absorber on his ship that he chooses.

(145.7) The Hellbore can be overloaded. Add six units of energy on the second turn of arming. The basic damage number is increased by 50% (round fractions down). When fired in an overloaded mode, the range is limited to eight hexes.

(145.8) The Hellbore is destroyed on Drone Hits.

(146.0) FAST DRONES

In Y177 the Lyrans developed a modification of the Warp Engine that made Pseudo-Fighters possible. While impractical for larger craft and too unstable for small Fighters, application of this technology to Drones radically changed their performance. A few of these improved Drones entered service during Y179, and by Y180 virtually all previous Drones had been junked and the new "Dash F" (-F) Drones had become standard.

(146.1) When -F Drones became available, all previous Drone types were abandoned and replaced with the following: I-SH-F, I-X-F, III-F, III-XF, IV-X-F. All of these are functionally identical to their non -F counterparts except that their speed is 32. MW were also upgraded to this speed. All Up-Rated ships use –F Drones at all times. Refer to the CONSOLIDATED DRONE CHART **(60.1)** for specific information on these and other new Drone types.

(147.0) PROBE DRONE

Developed by Orion scientists, this Drone was publically announced as being for use by various Federation ships in investigating monsters as it eliminated the need for the ship to close with its target. In fact, this Drone was designed for use by Pirates who occasionally encountered monsters and wanted to be able to gather enough information to receive a "science bonus" for leaking the information to the Federation. Other races have adopted similar Drones.

(147.1) The Probe Drone is built on a Type I Drone frame. It operates in all ways as a Type I Drone but has no warhead. It does not "seek" its target but is controlled by the firing ship. (Control of this type is not possible in the heavy ECM environment of ship-to-ship combat.)

(147.2) The Probe Drone is considered to be a Lab box for purposes of investigating monsters only. The information it gains is based on the distance from the monster to the Drone.

(148.0) EXPANDING SPHERE GENERATOR (Jim Curtis)

Carried by most Lyran ships, the Expanding Sphere Generator (ESG) is used to protect the ship from Drones and Fighters entering the range of the sphere.

(148.1) Some ships carry more than one ESG. If so, they operate independently of each other. They may operate at the same time or alternate.

(148.2) Energy may be stored in the ESG's indefinitely. The more energy stored (up to a maximum of 5 points), the more powerful the sphere will be. This energy can come from any source and be accumulated over any number of turns. Ships with ESG may not enter a Scenario with energy stored in it unless it is specified that the ships start with "weapons armed." In such case, no more than 5 units of energy may be in either ESG.

(148.3) The energy stored in the ESG may be released at the start of any turn (not during the Impulse procedure) to form a sphere of a size determined by the Lyran Player. Once released, the ESG must cool down; no energy may be stored in it on the next turn. If two or more ESG's are released at the same time, they may combine their strength or set up separate spheres of a different radius. All of the energy in a given ESG must be released at the same time.

(148.4) When formed, the expanding sphere may be of radius 0, 1, 2, or 3. The larger the sphere, the weaker it is. To determine the Shield strength, take the radius and use it to find the Strength Factor on the following chart:

Radius	Strength Factor
0	4.00
1	3.67
2	3.33
3	3.00

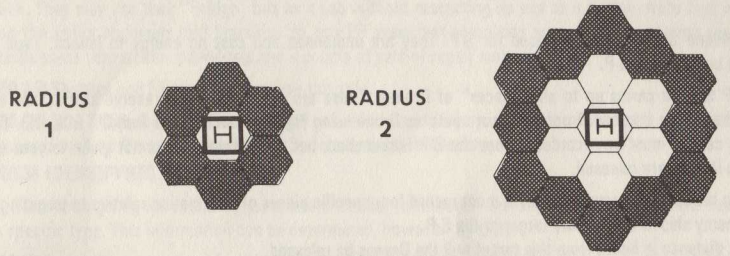
Multiply this strength factor by the number of energy points held in the ESG when released. Round fractions of 0.50 and more up and those of 0.49 and less down. This final result is the strength of the field.

(148.5) When formed, the Sphere will automatically score damage points on any Ship, Base, Shuttle Fighter, Pseudo-Fighter, asteroid, monster, or Drone entering the field. The Sphere will score points up to the number required to destroy the object, or up to the strength of the field. Each damage point scored reduces the strength of the field by one point. If two or more objects enter the field simultaneously, the field will score one point on each

(beginning with the smallest in terms of points required to destroy it) and will repeat this procedure until field strength is reduced to zero or all objects are destroyed.

(148.51) The sphere will attack anything including other Lyran ships and even Shuttles or seeking weapons launched by the ship generating the Sphere.

(148.52) Note in the illustrations below that the sphere is hollow and will not damage targets inside of its lethal radius. Thus a ship wishing to launch a Shuttle could generate a field of 3 radius on one turn, launch the Shuttle and move it to a hex away from the ship, then generate a field of 1 radius on the next turn.



(148.53) If the Sphere is set at a radius of "0" and Drones enter the hex of the ship, they will strike the field before they strike the ship.

(148.54) The Sphere has no effect on Plasma Torpedoes.

(148.6) The ESG sphere lasts for one turn only.

(148.7) The ESG sphere does not effect direct weapons fire.

(148.8) ESG's are destroyed on "Drone"hits.

(148.9) The size and strength of the sphere can be detected and must be announced.

(149.0) ADDITIONAL DRONE RULES

The advance of technology during the period Y165-Y185, primarily because of the General War, created new and improved Drones and launching systems.

(149.1) IMPROVED DRONE RACKS (Mike Thompson)

The Kzintis have developed several types of Drone Racks that are improvements over the standard ("A") model. To a limited extent, these have been copied by the Klingons and Orions. None of these Racks have become standard, but during the General War several of them were installed on various ships. None of these improved types can be combined with each other. All require a victory point adjustment in combat Scenarios.

(149.11) The "B" Drone Rack has a capacity of six Type I Drones (larger Drones, of course, take up more space).

(149.12) The "C" Drone Rack is designed for "rapid fire." Two Drones may be launched from this Rack during a single turn. If using rule **(60.5)**, these cannot be closer than 12 Impulses (even on consecutive turns). If not using **(60.5)**, launch both Drones during the Drone Launch Phase. This type was installed on many Pseudo-Fighters.

(149.13) The "D" Drone Rack was actually a modified launcher. It replaces two Drone boxes that are adjacent and joined on an SSD. The two Rack boxes represent two launchers, which are served by a joint magazine holding nine Drones (each launcher also holds one at the beginning of each Scenario). Due to mechanical restrictions, the Drones must all be of the same type, and only Drones taking up one "space" can be used.

(149.14) The "E" Drone Rack holds eight type I-S or I-SH Drones. It can carry no other types. Many Pseudo-Fighters carried this version which proved useful in hunting down Fighters. This Rack can fire a Drone every 10th Impulse during the turn.

(149.15) The "F" Drone Rack (known as the "jump rack") was designed for ships that did not normally carry Drones or which needed some extra firepower. Identical to an "A" rack, it is installed in the Shuttle Bay of a Starship and fires through the shuttle loading hatch. In this way, no expensive modifications to the ship were required. Over 200 of these rack were sold to the Federation, Gorn, Tholian, and Hydran fleets during the General War, with mixed results. Some were acquired by the Orions. At least one was installed on a Romulan ship. Each "F" takes up one Shuttle box.

(149.2) MULTI-WARHEAD DRONES

The Kzintis deployed a multi-warhead (MW) Drone in Y170 that was used to break up incoming Fighter or (later) Pseudo-Fighter attacks.

(149.21) The Kzinti MW Drone is based on a Type-IV Drone. Instead of warhead, it carries five Type I-SH Drones which are released using the same rules as the "Scatter Pack" Drone system **(149.3)**.

(149.22) The Federation deployed a MW Drone based on the Type III Drones carried by their F-14 Tomcats in Y179. This weapon has three Type I-SH Drones instead of its warhead.

(149.23) The Klingons and Orions have been observed to use similar MW Drones on occasion since Y175. These are based on the Type IV Drones.

(149.24) MW Drones cannot be placed into Scatter Packs.

(149.3) SCATTER-PACK DRONES (Patrick Dignam)

A "Scatter-Pack" (S-P) is a Shuttlecraft modified to carry Drones and used as a "MIRV" weapon. It is not certain when this tactic was first developed, but it was probably by a Kzinti or Klingon captain in the desperation of a losing battle.

(149.31) Only Admin Shuttles may be used for S-P. They are unmanned and cost no energy to launch. Type III Drones may not be placed in S-P.

(149.32) An S-P Shuttle caries up to six "spaces" of Drones. These are drawn from the reserve stocks (not the Drone Racks) of any ship that has Drone Racks or operates Drone-using Fighters (such as the Fed, CV, ECL, DE). The specific Drones carried must be recorded before the S-P is launched, but this information is not given to your opponent until the Drones are released.

(149.33) Prior to launching, the owning player must record four specific pieces of information relative to targeting:

1 – What enemy ship is the primary target of the S-P.
2 – At what distance in hexes from this target will the Drones be released.
3 – How many points of damage scored on the S-P Shuttle will cause the Drones to be released prematurely.
4 – Will the Drones all be targeted on the prime target or at different targets.

(149.331) The S-P will home on this specific target as if it were a Suicide Shuttle.

(149.332) At the start of any Impulse in which the target is at the prescribed distance (or less), place all of the Drones it carries on top of it. They begin their normal movement from that point.

(149.333) If the S-P Shuttle receives six damage points, it is destroyed. If, at the start of any Impulse, it has received damage points equal to the premature release trigger level but less than six, the Drones are released as in **(149.332)**.

(149.334) If all Drones are targeted on the prime target, play proceeds normally. If they are targeted randomly, the owning player must determine which target each Drone will pursue. The first Drone is targeted on the prime target. The second Drone is targeted on the nearest enemy ship, the third on the next nearest, and so on. If two enemy ships are equally near, the Drone will track the largest (in remaining Warp Engine boxes). If two equally powered ships are equally near, roll a die to determine which is the target.

(149.34) The Drones released by the S-P must be guided by the ship that launched the S-P or by SWAC, or have ATG.

(149.35) The Drones must be loaded on the S-P by Deck Crews, if the ship regularly has them. If the launching ship is not a carrier, it takes one turn to load two space points of Drones onto an S-P. Only one S-P can be loaded at a time.

(149.36) The S-P Shuttle cannot be equipped as anything else. Upon releasing its Drones it comes to a halt and remains in the separation hex until destroyed or recovered by a ship.

(150.0) ADDITIONAL COMBAT RULES

(150.1) CHAFF

The term "chaff" is taken from 20th century aircraft terminology. In that time period, it referred to strips of metal foil cut to the same length as enemy radar waves that would confuse and distract enemy radar tracking systems. The "chaff" used in this game is not a cut foil system but a small pod that contains a powerful, if short-ranged, Sensor/Scanner generator. The pods are carried only by Fighters since they are not powerful enough to distract Sensor/Scanners from larger targets. Chaff is available from Y168 to the end of the General War.

(150.11) All Fighters carry one "chaff" pod except Federation Tomcats, which carry two. These can be reloaded by Deck Crews with no reduction in their other work.

(150.12) The chaff pod can be released in any Impulse before movement takes place. If released, the owning player rolls a single die. If the die roll is a 1-4, all Drones targeted on that Fighter lose their tracking and are removed from the map.

(150.13) A Fighter may not fire seeking weapons for the remainder of the turn after dropping a chaff pod.

(150.14) The Pod is not represented by a counter and has no effect other than the die roll to evade Drones.

(150.2) EMERGENCY DAMAGE REPAIR (Ken Kaufman)

A ship that has taken battle damage may attempt emergency repairs on that damage during the course of a Scenario.

(150.21) PROCEDURE: During the Energy Allocation Phase at the start of a turn, mark one box (owner's choice but not a "0" box) on the Damage Control Rating track (on the SSD) as destroyed. Allocate three units of power to any or all of the ship's Lab boxes (three each). At the end of the turn, roll one die for each Lab box that had three units of energy allocated to it and was not destroyed during the turn. If any one die roll is less than or equal to the Damage Control Rating of the boxes marked out, one system box can be repaired. Any system can be repaired by this method.

(150.22) For purposes of this rule only, a damage control rating greater than "5" is considered to be "5."

(150.23) Pseudo-Fighters can use this rule (once per scenario) but do not mark off a box on the Damage Control Track. They may use their "Bridge" box as a Lab without restricting its use as a Bridge. Note that while P/F do not have the senior engineers that Starships do, any P/F crew that completes more than one mission can be assumed to include some resourceful individuals and a couple of sets of repair manuals.

(150.24) Shuttles and Fighters may not use this rule.

(150.25) Star Bases and Base Stations may use this rule as if they were ships. They may, if desired, reduce one of the boxes on their Damage Control Track by five (or less) rather than mark it out.

(150.3) IDENTIFYING DRONES

Other than giving its operating parameters (speed, turn mode), the owner of a Drone is not required to identify its specific type. This information can be determined, however, by Labs.

(150.3) Each Lab on board a ship, if it is undertaking no other action on that turn, can make one attempt to identify a Drone. Roll a single die, and if the result is greater than the range from the ship to the Drone, the attempt is successful and the player owning the Drone must identify it fully.

(150.4) FIRING MODIFICATIONS AT FIGHTERS AND DRONES

Due to their small size and normally erratic maneuvers, Drones and Fighters are difficult targets to hit at long range. When firing at certain types of units with direct-fire weapons, certain modifications must be made to the die roll.

(150.41) When firing at Administrative or SWACS Shuttles 12 or more hexes away, add one to the die roll; 25 or more hexes away, add two.

(150.42) When firing at Fighters or Drones more than ten hexes away, add one to the die roll; when 20 or more hexes away, add two.

(150.43) When firing at Pseudo-Fighters or Orion LR/DR class ships 15 or more hexes away, add one to the die roll; if 30 or more hexes away, add two.

(150.44) The effects of this rule are NOT cumulative with the effects of erratic maneuvering. They are cumulative with the effect of specific weapon types on Drones **(60.6)**.

(150.45) Seeking weapons are unaffected by this rule.

(150.5) POINT COST OF SPECIAL WEAPONS

As an additional means of balancing Scenarios, this system can be used. In effect, players must "purchase" certain special weapons that they intend to (or hope to) use in the Scenario by paying their opponent in victory points.

(150.51) Prior to the beginning of the Scenario, both players must make a written list of the special weapons or capabilities that they have chosen and the point cost of these. Each player keeps one copy of the list for reference and places a second copy in a sealed envelope which is given to his opponent. At the end of the Scenario, the envelopes are opened and the points "paid" for special weapons by your opponent are added to the points scored by you in the Scenario. The point value of each specific item is found on the WEAPONS BALANCE POINT COST CHART **(150.52)**. (See Page 49.)

(150.6) SCOUT FUNCTIONS

Certain ships are designated as "Scouts" in the game. These are usually modifications of other ships. Scouts currently included are the Federation Scout (a variant of the DD), Hydran Scout (a variant of the Hunter), Klingon F-5S (a variant of the F-5) Andromedan Courier and Kzinti Scout (a variant of the Frigate). Scouts for other races will be introduced in later expansions.

Scout ships have certain specific functions, abilities, and conditions.

(150.61) The weapons replaced by "Special Sensors" are treated as in **(75.0)**. If all of these are destroyed, the Scout loses its abilities.

(150.62) Scouts give an advantage in fleet engagements **(45.62)**.

(150.63) After Y165, Scouts may perform all SWAC functions **(157.4)**.

(150.64) Scouts can allocate power up to twice their Sensor Rating for ECM or ECCM.

(150.65) Scouts have certain advantages in the game FEDERATION SPACE. Appropriate modifications can be made by reducing the Attack Rating of Klingon and Kzinti frigates to "1" in that game.

XXIII ADDITIONAL RULES

(151.0) NEW MOVEMENT RULES

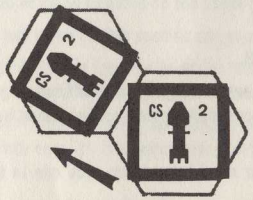
(151.1) SIDESLIP MANEUVER

The restrictions of the hexgrid used in this game create certain limitations on the movement of ships that do not correspond with reality. To correct this situation ships, monsters, and seeking weapons and other moving objects may execute a "sideslip" maneuver.

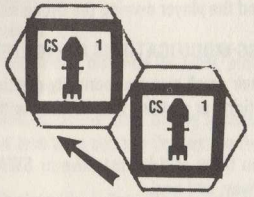
(151.11) A sideslip maneuver is executed during the Impulse procedure. For purposes of sideslip maneuvers ONLY, all ships at all speeds are assumed to have a "slip" mode of "1." After satisfying the requirements of this slip mode (i.e. moving one hex in a straight line since the last sideslip), the ship may execute a sideslip maneuver. After executing a sideslip, the ship begins counting again to satisfy the requirements of a sideslip. After satisfying the normal turn mode, it may make a normal turn; after satisfying the sideslip turn mode of "1", the ship may execute a sideslip. Normal and sideslip turn modes are recorded and satisfied independently of each other.

(151.12) When executing a sideslip maneuver the ship is moved into one of the hexes forward and to the side, but retains its original facing.

Example: A starship in hex 3212 facing A has satisfied the requirements of either a turn or sideslip. If the owning player wanted to execute a turn, on the next Impulse when the ship is scheduled to move, it would be turned to face direction F and moved into hex 3112. If the owning player wanted to execute a sideslip, the ship would (when next scheduled to move) enter hex 3112 but retain its heading of "A".



TURN



SIDESLIP

(151.13) For purposes of satisfying the sideslip mode requirement, the hex entered during the sideslip does not count. For purposes of regular turn mode, the movement before, during, and after the sideslip counts as movement in the same direction.

Example: A given ship has a turn mode of four at its current speed. It is in hex 3626 facing in direction F. It moves one hex straight ahead to hex 3526. It has now (by moving one hex straight ahead) satisfied the sideslip requirement. On its next Impulse the ship sideslips to hex 3525, maintaining its "F" facing. It cannot sideslip on its next movement Impulse because it has not moved one hex in a straight line, so it moves ahead into hex 3424 (facing F). At this point it has satisfied the sideslip requirement and, during its next Impulse moves to hex 3423 (facing F). At this point it has moved four hexes in direction F (sideslips do not affect normal turn mode requirements) and during its next Impulse it executes a turn, moving into hex 3422 facing in direction A. Note that the one hex of movement into hex 3422 counts as movement in a straight line for either normal turn mode or sideslip mode requirements.

(151.2) ERRATIC MANEUVERING

Ships undergoing attack by a superior enemy force are often more interested in avoiding damage than they are in what little damage they could inflict. In such situations, the ship would use Erratic Maneuvering (EM-minor but sharp and random changes in course around a base course) to reduce the chances of being hit.

(151.21) The cost of EM for one turn is equal to the cost of moving six hexes for the ship using this tactic. This energy requirement must be satisfied with Impulse Engine or Warp Engine energy. EM may be performed at a speed of 0. It does not, in itself, change the facing of a ship.

(151.22) The ship moves on the map normally (as if it were not using EM) since these maneuvers are minor in comparison with the base course. In crossing a 10,000-kilometer hex, for example, a ship using this tactic will remain within 100 km of the base (shortest) course but will rapidly and radically shift back and forth using Impulse power or short bursts of Warp power.

(151.23) A ship intending to use EM during a given turn must pay the energy cost and may begin using it during the ensuing turn.

(151.231) A player owning a ship that has paid the energy cost to use EM may, during any Impulse, announce that his ship will begin using EM at the start of the next Impulse. A given unit can only begin using EM once per turn.

(151.232) A player owning a ship performing EM may, at the start of any Impulse, announce that his ship will stop using EM at the end of that Impulse. Regardless of what portion of the turn has elapsed, any energy paid for EM is

lost and the ship cannot return to EM until the next turn (assuming it pays the cost to do so).

(151.233) Players are not required to plot the hex where they will start or stop EM. They may do this at any point during the turn where they judge they will gain the best tactical advantage.

(151.234) A unit that was using EM on the last Impulse of the previous turn, and which has paid the cost of EM for the current turn, may continue to use EM without the one-Impulse delay of announcement. Its use of EM is considered to be continuous.

Example: A frigate is closing in on its target at a speed of 12. It announces on Impulse No. 1 that it is continuing EM (which it used on the previous turn). It moves six Impulses (during the first 16 of the turn) toward the target. At the start of the next Impulse, the owning player announces that it will drop EM at the end of that Impulse (No. 17). Note that this announcement may not be made during an Impulse in which the frigate is not scheduled to move. At the start of Impulse 18, the effects of EM are no longer in effect. The frigate has presumably used EM to improve its chances of survival until it reaches the point where it will launch its weapons. The frigate must now drop EM in order to effectively use its weapons. After weapons release, the frigate would like to return to EM to enable him to escape. However, even though he paid for a full turn's EM, he cannot resume EM until the next turn, when he must pay for it again.

(151.24) Plasma Torpedoes ignore the effects of EM. Drones entering the hex of a target ship using EM have a 1/6 chance of missing. When this occurs, roll a die and if the result is "1" the Drone has missed its target and is removed from play.

(151.25) Direct fire weapons fired at or by a ship using EM are penalized by having "2" added to the die roll when resolving the combat. Results greater than six equal six.

(151.26) A ship using EM cannot launch Drones, Shuttles, Fighters, Probes, Pseudo-Fighters, or Plasma Torpedoes. It cannot lay Web. It cannot operate Transporters, Labs, or Tractor Beams or land Shuttles. It cannot benefit from the effects of a Wild-Weasel. It cannot dock. Its turn mode is increased by 1. EM does not reduce the effects of explosions, nova suns, or monsters. EM does not affect Acceleration, Deceleration, or the Side-Slip Mode.

(151.27) A ship using EM that enters an asteroid hex shifts to the next higher column (26 + does not shift) when resolving possible damage.

(151.28) Nimble Ships **(151.3)** may use EM at a cost of one movement point per turn. Other extremely nimble ships pay cost equal to three hexes of movement. SWACS Shuttles cannot operate their electronic systems while using EM. The effects of firing at small targets at long range **(150.4)** are NOT cumulative with EM effects.

(151.29) Computer operated ships pay only the cost of two hexes of movement for EM. Fire by them is only penalized by "1" while all other effects are as stated.

(151.3) EXTREMELY NIMBLE SHIPS

Certain ships are designated as being "extremely nimble." These are:
All Shuttles, Fighters, Pseudo-Fighters
Orion LR, DR, Slaver, CR
Tholian PC
Federation Police Ship
Klingon G-2
Extremely nimble ships have certain benefits specified in the rules, see **(73.41), (58.453).**

(152.0) DASH PODS (Mike Thompson and Stephen V. Cole)

After the development of Pseudo-Fighters and the radical new technology available in small Warp Engines, Warp Engine Booster Pods were made and available for use on most Fighters and Shuttles. These boosted the speed but made them more vulnerable. (The terms "Booster Pod," "Dash Pod," Warp Pack," etc, are used more or less interchangeably. Note that the Dash Pods on Fighters and the Warp Packs on Pseudo-Fighters operate differently even though the same terms are sometimes used to describe them.)

(152.1) The availability of Dash Pods will be specified by Scenario. If not already installed, Deck Crews may install them for the same expenditure of work as loading one Drone. Generally, they were used after Y180.

(152.2) A Fighter or Shuttle carrying a Dash Pod may drop it at any point during a Scenario, at the end of any Impulse.

(152.3) A Fighter or Shuttle carrying a Dash Pod has its speed doubled. If the Dash Pod is dropped in mid-turn, the controller must change which column he is heading for that Fighter on his chart.

(152.4) Each damage point scored on a Fighter or Shuttle carrying a Dash Pod is doubled, that is, it counts as two damage points.

(153.0) CREW QUALITY-STARSHIP CREWS (Mike Thompson) (optional)

The quality of crews as a whole, and of individuals within that crew, is generally excellent among the various races. When you consider that most of them are selecting the crews for less than 100 starships from among 10-30 billion individuals, this is hardly surprising. In some cases, however, the crews become uncommonly superior in their performance, or incredibly bad. In such cases, the following adjustments can be made.

Starship crews can be classified as "poor" (also "rotten," "lousy," or "incompetent"), "excellent" (the "average" starship crew is, indeed, awfully good at what they do), or "outstanding." A fleet organization of 100 ships might have 10 "poor" crews and five "outstanding" ones at any given time. Players setting up campaign games might use these percentages (add appropriate dice) to assign crews to their ships.

In the case of the following adjustments, an instruction to add one to the die roll that makes the result greater than the highest number on the chart (usually 6) is ignored. A similar result applies when an instruction to subtract yields a number less than one.

It should be noted that CV, CA, and CL classes will probably have the highest proportion of "outstanding" crews. Dreadnoughts, being stodgy old hulks that spend most of their time waiting for a war, never have "outstanding" crews or "poor" crews.

(153.1) In the case of a "Poor" crew the following adjustments are made:

- –Add one to the die roll when resolving the ship's direct fire weapons.
- –Roll for breakdown on first High Energy Turn at normal rating. **(58.56)**
- –Rating for HET is reduced by one (3-6 becomes 2-6).
- –Cost of HET is increased by one.
- –Extremely nimble ships lose the benefits of (151.3).
- –Die rolls for Boarding Parties are adjusted. Add one in **(33.7), (33.8), (33.9)**. Subtract one in **(33.4)**.
- –Add one to die rolls for Anti-Drones **(60.4)**.
- –Sensor rating is never more than 5 regardless of the current rating **(9.0)**.
- –Add one to the die roll for repair in **(28.4)**. Subtract one in **(51.4)**.
- –Add one to "release" die roll in **(52.4)**.
- –Mutiny occurs on "1" or "2" and is put down on only a "1" or "2" in **(26.2)**. The die roll is adjusted for every third enemy BP in **(26.2)**.
- –Can only make two Tactical Warp Maneuvers per turn **(58.42)**.
- –Boom separates on "1" or "2," or "3" **(65.2)**
- –UIM breaks down on "1," "2" only **(38.2)**
- –Subtract one from Scrambler die roll **(60.35)**
- –Due to sloppy maintainence, all Plasma Torpedoes are at reduced effectiveness. When calculating warhead strength, add three to true range.
- –Subtract one from die roll when rolling for Fighter pilot quality **(155.3)**.
- –Number of Deck Crews reduced 25%
- –Number of Shuttles/Fighters available reduced by 25% due to poor maintenance.

(153.2) The adjustments for a ship with an "outstanding crew" are somewhat different:

- –Subtract one from the die roll when resolving the ship's direct fire weapons.
- –Rolls for breakdown on third High Energy turn. **(58.56)** First cannot cause breakdown, second has bonus in **(58.56)**.
- –Subtract one from die rolls in **(33.7), (33.8),** and **(33.9)**. Add one in **(33.4)**.
- –Subract one from die rolls for Anti-Drones **(60.4)**.
- –Subract one from the die roll for repair in **(28.4)**. Add one in **(51.4)**.
- –Automatically released in **(52.4)**. Shields are at "full" level from the start of the Scenario.
- –Mutiny is put down on 1-4. The die roll is adjusted for every sixth enemy BP in **(26.2)**.
- –Can make six tactical Warp maneuvers in each turn.
- –Boom separation is automatic.
- –UIM breaks down on "1" only **(65.2)**.
- –Add two to scrambler die roll **(60.35)**.
- –Add one when rolling for Fighter pilot quality **(155.3)**.
- –Number of Deck Drews increased 33%

(154.0) SPECIAL INDIVIDUALS (Optional)

In many cases an individual member of a starship crew may be particularly skillful, resourceful, or inspiring. In such cases, he (or she, or for that matter "IT") may improve the performance of the entire ship. These special individuals are "legendary" and, not surprisingly, rare.

(154.1) GENERAL CONDITIONS

(154.11) AVAILABILITY: When beginning a Campaign Game, a Captain's game, or a multi-ship battle, the owning player may roll two dice and use their total to consult the following chart to determine which, if any, of the special individuals are available for EACH ship.

(154.12) Each Legendary Officer can substitute for one crew unit in establishing a "skeleton crew."

(154.13) The effects of Legendary Officers and Crew Quality are cumulative.

(154.14) Legendary Officers are designated by the player operating the ship they are on to be in a specific area. A captain, Weapon's Officer, or Navigator is normally on the main Bridge. The ship's Doctor is normally in one of the "Hull" boxes. The Science Officer is normally in the Lab or on the Bridge. The Engineer is normally in the engine room (represented by the Warp Engine Boxes) or on the Bridge. The Marine Major is normally in one of the Transporter rooms or on the Bridge.

(154.15) A Legendary Officer can move from one area to another. To do this, the officer must spend one turn "moving" to the new location. During this turn they cannot perform their function. Legendary Officers can only perform their functions in the locations listed above, except for the Marine Major, who can function anywhere on the ship.

(154.16) If the last box of the type specified as the location of a given officer is destroyed, the Legendary Officer may have been injured and, if not, must move to a new location before he can return to functioning. Roll a single die. A result of "1" indicates that the officer was killed, while a result of "6" indicates that the officer has been disabled. A disabled officer cannot function for the remainder of the Scenario unless "cured" by a Legendary Doctor. He can recover between Scenarios of a Campaign game.

Example: A Legendary Captain is on the main bridge of his ship. Two "Bridge" hits destroy it, and the Captain must roll to see if he is injured. The result is a "3" and he is unharmed. He is unable to function for the next turn, however, as he relocates to the Auxilliary Control Room.

Die Roll	Legendary Officer available
2	Captain, plus roll again, see note below
3	Weapon's Officer
4	Navigator
5	Ship's Doctor
6,7,8	None
9	Science Officer
10	Marine Major
11	Chief Engineer
12	Captain

If the second die roll is also a "2," the ship in question has one of each type of officer.

(154.2) CAPTAIN: Ship's Commanding Officers who have risen to the status of legend have several special abilities.

(154.21) Once per Scenario a Legendary Captain (LC) may attempt to "bluff" his opponent (presumably over subspace communications). This may be done at the end of any turn. If the bluff is successful (50% chance), the enemy ship(s) disengages. The chance of success is increased by one percentage point for every BVP point (combat value) that the Captain's forces outnumber their opponents. Conversely, this is reduced one percent for each BPV point that the Legendary Captain's forces are outnumbered.

(154.22) A Legendary Captain is resourceful. This is reflected as follows:

A – He may perform any function with an undamaged ship that other captains must wait until their ships are crippled to use (for example, use Probes as a weapon).

B – If he receives a "you can't destroy this monster" result in an appropriate Scenario, he may refuse to accept the result and roll again.

C – If his ship is destroyed, he has a 1% chance (no modifications) of pulling something that results in his being aboard of and in control of the nearest enemy ship. All Legendary Officers and remaining crew units arrive with him. (Don't ask how he did it, that's what legends are made of!) To determine 1%, roll two dice. If the result is "2," then roll again. A 1-3 result indicates a 1% chance. Any other result indicates the attempt was not successful.

(154.23) A Legendary Captain is versatile. He may temporarily assume the position of any of the other legendary officers (except the doctor) and perform their special functions. However, should he elect to do so, he must spend one turn without performing any special function (of either job) to change jobs. He may change jobs as often as he likes, but the turn of inactivity must be spent every time he changes jobs.

(154.3) SCIENCE OFFICER: Counts as three extra Lab boxes for gathering information when he is on the Bridge, in a Lab, or on a Shuttle.

(154.31) A Lengendary Science Officer can be used for emergency damage repair **(150.2),** but no energy is allocated to him.

(154.4) CHIEF ENGINEER: Can attempt to repair any destroyed system box on his ship's SSD. Such an attempt can be made once per turn, at the end of the turn. To determine if the attempt was successful, roll one die. If the die roll result is a "1," the repair was successful. A Legendary Engineer provides a bonus of "1" in repairs and sabotage. Tholians can never have a Legendary Engineer.

(154.5) MAJOR OF MARINES: He is a single individual and can transport "free" with a Boarding Party or as an individual for the same cost as a Boarding Party.

(154.51) For all Boarding Party actions (offensive or defensive) the Major causes die rolls to shift by one in his favor.

(154.52) The Major can be trasported (alone) onto a Shuttlecraft or Pseudo-Fighter (but not a Fighter) in which case

he has a small chance of capturing it. See the chart below. There are no "shifts" on this chart.

Die Roll	Shuttlecraft	Pseude-Fighter
1	S Captured	P/F Captured
2	S Captured	Major Killed
3,4,5	Major Killed	Major Killed
6	Roll again at end of turn and at the end of all later turns	

(154.53) On a Klingon ship, the Major is either a Klingon or a loyal subject. He is loyal to the ship and, during a mutiny, shifts the die roll by "1" in favor of the ship's officers.

(154.6) SHIP'S DOCTOR: Can "cure" one "killed" crew unit or Boarding Party (return it to duty) at the end of each turn.

(154.7) WEAPON'S OFFICER: Improves die roll by "1" for all direct fire weapons fired by the ship.

(154.8) NAVIGATOR/SCANNER OFFICER: Can improve the ship's Sensor or Scannor of ECM or ECCM value by one point. Can only improve one system per turn, but can shift from system to system on consecutive turns. He can change the hex at which his ship enters a Scenario published in the game by up to 20 hexes along the edge of the map.

(155.0) FIGHTER PILOTS (optional)

Like all men (or whatever), the pilots of Fighter/Shuttles develop varying levels of skill in their profession. Most pilots start out as "green" and, if they survive, progress to "good." A very few progress to be "ace" quality.

(155.1) The quality of Fighter pilots may be specified by the Scenario or may be determined by die roll. If determined by die roll, roll once for each pilot and consult the chart below:

Die Roll	Quality
1,2	Green
3,4,5	Good
6	Ace

(155.2) "Good" pilots operate normally in all respects.

(155.3) "Green" pilots add one to their turn mode, subtract one from their speed (before doubling for Dash Pods), and add one to the die roll for direct fire weapons. Other Fighters firing at them subtract one from direct fire weapons. Their cost for Erratic Movement is two movement points per turn.

(155.4) "Ace" Fighter pilots subtract one from their turn mode, add one to their speed (before doubling for Dash Pods), and subtract one from the die roll when firing direct fire weapons. Other Fighters firing direct fire weapons at an Ace add one to the die roll. They can use Erratic Movement without cost and can fire Drones while using Erratic Movement.

(155.5) Fighter pilots progress from Green to Good to Ace by experience points. These are received for various activities as follows:

Points	Activity
1	participate in one sortie*
1	hit enemy with direct fire weapon**
1	hit enemy unit with Drone**
2	score hit on bridge of enemy ship with direct fire weapons
3	destoy enemy Fighter with Drone or Torpedo**
5	destroy enemy Fighter with direct fire weapon**
1	return from mission in damaged Fighter

A pilot becomes "Good" when he has received ten points. A pilot becomes an "Ace" when he has received 50 points.

* One "sortie" is defined as launching, moving to within ten hexes of an enemy unit, firing weapons at an enemy unit, and landing on the carrier.

** Only one of these scores can be earned by fire against a single target, and only one time against a single target during a given sortie.

(155.6) One "Ace" pilot can "assist" one "Green" pilot by flying in the hex adjacent to his (or in the same hex). In this case, both are considered "Good" for movement purposes and have thier assigned ratings for combat purposes.

(155.7) Whenever a pilot becomes an "Ace," roll one die. If the result is a "6," the pilot is "Legendary." Even if his Fighter is "destroyed" or "captured" in combat, he will somehow manage to return (with his Fighter or an enemy one) at the end of every Scenario.

XXIV NEW SHIPS

(156.0) PSEUDO FIGHTERS

The Lyrans developed the Pseudo-Fighter (P/F) concept; first using them in action during Y178. Within a few years, several other races had adopted them. This expansion introduces four of these small craft, the Klingon G-1, the Hydran Harrier, the Kzinti Needle, and the Lyran Bobcat. Four additional Pseudo-Fighters (the Gorn Pterodactyl, Tholian Arachnid, Romulan Centurion, and Orion Buccaneer) will be presented in a future expansion. As a service to the players, SSD sheets for these addition P/F are presented in issue No. 1 of NEXUS Magazine, which is available by subscription from Task Force Games or on newsstands. In order to make this expansion as up-to-date as possible, these four P/F's have been included in the charts and Scenarios of this Expansion.

(156.1) Pseudo-Fighters can more properly (for game purposes) be termed "small ships" than "large Fighters." Shuttlecraft are on the order of 10 meters long and starships between 150 and 400. Pseudo-Fighters are about 35 meters long and are perhaps more comparable to a twentieth-century heavy bomber than anything else. The term "Gunboat" is often used for Pseudo-Fighters, particularly when referring to Klingon G-1's

Internal space is cramped, and the crews do not live on board except for extremely short periods. Most Pseudo-Fighters are towed by starships or operated from bases. An average "mission" lasts less than 48 hours. Pseudo-Fighter crews are normally on the order of 20 to 30 beings, most of which remain strapped onto their acceleration couches during most of a mission. P/F's do not have artificial gravity, and the crew must remain in pressure suits during combat since the main life support system is shut down to save power.

All Pseudo-Fighters are virtually identical in most details. They do not carry Shuttlecraft, Tractor Beams, or even Transporters. They do have a passive Transporter receptor station on board. In the event of disaster, the crews eject in self-contained survival pods which broadcast a homing signal. Most P/F's were built in the same general shape as the larger ships in the same fleet for identification purposes.

The engines of P/F are the basis for the entire concept. They are unstable and rapidly build up ionic charges that must be flushed clear after a few days of operation. This "flushing" can only be done at a base or when attached to a larger ship. All Warp Engines build up ionic charges but include systems that keep these below a certain minimum. A heavy cruiser's engines, for example, only need to be cleared about once a year.

(156.2) Pseudo-Fighters operate as ships and fill out an Energy Allocation Form every turn. However, due to their special nature, many items on this form are simplified.

(156.3) Due to their relatively identical nature, all Pseudo-Fighters use these same identical rules.

(156.31) P/F's all have turn mode AA and a movement cost of 1/5 of an energy point per hex. They can accelerate to triple their current speed or by 15. They can make one HET per turn without a chance of breakdown, and break down on 6 thereafter.

(156.32) P/F's do not make crew unit calculations. In this respect, they operate as Shuttlecraft. P/F's use the same system as Fighters (Ace, Good, Green) and score points as given in **(155.5)**, except that they score normal points against P/F's and only half as many (retain fractions) against Fighters. While this status reflects the entire crew, it is primarily dependent upon the officers on the bridge.

(156.33) P/F's do not expend power for Life Support or Fire Control.

(156.34) P/F's expend only one point of energy to keep their shields at full strength (all printed boxes). P/F's may not use Specific Shield Reinforcement, but General Shield Reinforcement uses a ratio of one unit of energy to one damage point of protection. That is, each energy point put into General Reinforcement will stop one damage point.

(156.35) P/F's have one Boarding Party on Board, but this BP is used only for defense of the ship against enemy Boarding Parties. Due to the small size of the ship, no more than one enemy Boarding Party could be on board at any given time. Attempts to seize the ship by Boarding Party actions operate normally, but hit-and-run raids cannot be made.

(156.4) Pseudo-Fighters often use a special form of "booster pack" attached to their main Warp Engines. This, in effect, doubles the engine power. Extra boxes on the SSD form represent these add-on packs.

(156.41) Pseudo-Fighters carrying booster packs into a Scenario will be specified as doing so. If creating your own Scenarios, this is at the option of the owning player.

(156.42) Pseudo-Fighters may drop their booster packs at the start of any turn, before the energy calculations for that turn are made. If dropped, the packs cannot be picked up again. They are marked as destroyed. All booster packs on a given P/F must be dropped at the same time.

(156.43) For each Warp Engine hit on a Pseudo-Fighter carrying booster packs, roll a die and score a number of hits on that engine equal to the result of the die roll. If the die roll calls for a number of hits in excess of the number of undestroyed boxes, excess hits are lost. Only the specific engine that was hit is damaged.

Example: A Kzinti Needle is hit by a Drone that scores two points of internal damage. One of these is scored on the Center Engine. A die is rolled and the result is a 2. The owning player scores these hits on the two boxes in the booster pack. Later that turn a second Drone hits and scores three hits on the Engines, two Left and one Center. The Center Engine is still considered to have a booster pack (even though it is destroyed) since the Needle has not dropped its packs. A die roll result is a 4, but only the two remaining boxes are destroyed because that is all that re-

main. The first hit on the Left Engine scores a 5 which completely destroys the Engine and the pack. The second Left Engine hit is ignored because the Engine has been destroyed by the first hit. Note that the die rolls for additional hits are made after hits have been allocated to the Engine.

(156.44) Players using ECM and ECCM will probably find it easier to ignore their effects relative to Pseudo-Fighters. Those who wish to experiment should assume that P/F's have six points (free of power cost) plus whatever power they can spare to use each turn for either ECM or ECCM (or some for each).

(156.5) All Drone-equipped P/F's can fire one Drone from each of their Racks each turn. See also **(149.1)**.

(156.6) P/F's equipped with weapons capable of being overloaded may fire them in that mode if they have sufficient energy to do so.

(156.7) P/F's may be towed by larger ships. This is by a mechanical linkage that does not require power and does not increase the movement cost of the larger ship. Most P/F's were operated by special tenders which will be presented in a future expansion. In many cases, however, P/F's were towed to a specific action by starships. The mechanical linkages are not expensive or large, and most ships of P/F-using races were equipped with them by the time P/F's had become prevalent.

(156.71) P/F's dock using the same procedures as Shuttlecraft would, except that they are attached to special points outside of the ship, not brought into interior bays.

(156.72) P/F's can release from the towing ship during any impulse and begin operating immediately. They must have completed an Energy Allocation sheet at the start of the release turn.

(156.73) Hits scored on a ship with P/F's docked aboard may be applied to the ship or the P/F's at the owning player's option.

(157.0) FEDERATION SHIPS

(157.1) THE CARRIER

In responding to the construction of carriers by most of the races bordering the Federation, the Federation Star Fleet constructed three carefully designed "Flatbeds" in Y171. The Federation intended to launch the best carriers ever designed and may have succeeded. They did succeed in launching the last large fleet carriers in known space.

The CV retains the full forward centerline armament of the CA, but compared with the CA the side Phasers have been replaced with Gatlings and the Phasers in the Rear Hull with Phas-III's to provide for defense against enemy Fighters. Specially built escorts (DE and ECL, below) always escort the carriers. Anti-Drones have been added to the rear to provide additional Drone defense. Note that oversized Warp Engines have been installed to provide power for the Photon Torpedoes that arm the Attack Shuttles.

(157.11) The ten Photon Torpedo boxes in the Rear Hull section are used to hold Photon Torpedoes for the Attack Shuttles. This assembly is known as the "Freezer." Photon Torpedoes may be armed and stored in the Freezer, but they may not be fired from it nor may they be transferred between the Freezer and launch tubes in the front of the ship. Each box can hold one Photon Torpedo. Regardless of the number of Photon Torpedoes stored in the Freezer, it costs four energy points per turn to operate it. The boxes of the Freezer are destroyed on Torp hits. Armed Torpedoes held in the Freezer can be ejected.

(157.12) The Carrier has five Deck Crews assigned to load Photon Torpedoes onto the A-10 Attack Shuttles. Each deck crew can load one Photon Torpedo from its holding box onto the Shuttle in a given turn, using the rules given in **(59.49)**. The carrier has twenty Deck Crews assigned to load Drones. These operate normally, as per **(59.49)**, loading Drones onto the F-14 Fighters and A-10 bombers. These Deck Crews are highly trained in the individual tasks. "Drone" Deck Crews may not load Photons and vice-versa.

(157.2) FIGHTER SHUTTLES

The primary Federation Fighter-Shuttle is designated as the F-14 "Tomcat" in honor of an older atmospheric aircraft that once flew from the decks of wet navy aircraft carriers. It has a speed of 15 and is destroyed on the 12th hit point. It carries a Gatling Phaser (FA), two Type I and two Type I-SH Drones.

It can (and often does) carry one or more Type III (or IIIMW) Drones in addition to its other weapons. (F-14's were modified to carry two Type III's in Y177. Some were modified to carry four in Y185, just before the war's end.) When escorting Attack Shuttles, the F-14's fire their Type III's at long range to rattle the defenses of the target group. These Drones are timed to enter target area on the same turn but just ahead of the strike force. When defending the carriers, the F-14's can fire a barrage of Type III's into any group of approaching ships or Fighters in order to disrupt their attack.

F-14's can fire two Drones per turn if both are aimed at the same target. If not firing other types of Drones on the same or different impulses of a given turn, an F-14 can fire all of its Type III Drones (each at a different target) in a single turn (on different Impulses).

The F-14 Tomcat is, without question, the best Fighter-Shuttle ever built. It is also the last likely to be built since other races are abandoning Fighter technology in favor of Pseudo-Fighters.

(157.3) ATTACK SHUTTLES

Designated as the A-10 "Attack" Shuttle, the "Aardvark" (as its pilots call it) is considered to be the "heavy attack" version of Fighter-Shuttles. It has a speed of 10 and is destroyed on the 16th hit. After eight hit points of damage it must dump any Photon torpedoes or Drones on board and the FA Phaser ceases to function. It carries two Type III Phasers (FA and RA) and can carry any one of the following ordnance packages:

A – one Photon Torpedo and two Type I-SH Drones
B – one Gatling Phaser (FA) and two Type I Drones
C – Two Type III Drones and two Type I or I-SH Drones

The Gatling Phaser is in a special interchangeable module and can be mounted into the Shuttle's Photon Torpedo tube by the Photon Deck Crews (only). The A-10 can carry a proximity-fused Photon, but not an overloaded one.

(157.4) SWACS SHUTTLES

Used as an electronic command post, the SWAC (Space Warning and Control) Shuttle is a highly modified Administrative Shuttle operated only by the Federation. Its characteristics are the same as the Administrative Shuttle with some exceptions.

(157.41) The SWACS Shuttle is destroyed on the 12th hit point, but after eight hit points the special electronics will not operate. In addition to the 360° Phaser-III, it has an Anti-Drone system. Its special electronics do not function if it has landed on a ship, base, planet, moon, or asteroid.

(157.42) The SWACS Shuttle, if within 10 hexes of the CV, adds two to the ECM value, two to the ECCM value, and can add two more points to either the ECM or ECCM value of the CV.

(157.43) The SWACS Shuttle can control up to twelve Drones launched by other ships. To be controlled, the Drones must be within 100 hexes.

(157.44) If not controlling Drones during a turn, the SWACS Shuttle may make up to three attempts (each turn) to break the Lock-On of a given Drone within 15 hexes. To do this, the player controlling the SWACS simply designates the Drone in question and rolls a die. A die roll result of 1, 2, or 3 caues the Drone to lose tracking and be removed from the board. This is not limited to Drones aimed at the SWAC. These attempts may be made against the same or different Drones.

(157.45) A SWACS Shuttle on the board can operate as a Wild Weasel by the following procedure. First, the controlling player indicates the SWACS Shuttle and declares that it is "going Wild". Secondly, the crew of the SWACS must be transported (by Transporter) to a friendly ship. (This condition is waived if all friendly ships on the board are cripples or have no Transporters.) From the impulse after the crew is transported (or the Shuttle goes Wild if the crew is not being transported off), all seeking weapons within 15 hexes of the Wild SWACS (with exception of Type I-SH Drones that have acquired their targets) begin to home in on the Wild SWACS. This condition exists regardless of the speed or actions of other friendly ships on the board. All seeking weapons entering a hex within 15 hexes of the Wild SWACS Shuttle immediately change targets and home in on it. From the impulse after the Wild SWACS is destroyed, all seeking weapons that have accepted it as a target continue to home on the hex that it exploded in (as they would with a regular Wild Weasel) while new seeking weapons entering the area do not. The SWACS can attract so many weapons (even those within one hex of hitting their original targets) because of its tremendous electronic power. Since SWACS Shuttles are in limited supply, are extremely valuable for other functions, and cost the Federation something over $350 million 1981 US dollars each, it is obviously a tactic that should be done only in the most desperate of circumstances.

(157.46) The SWACS Shuttle can function as two Lab boxes for scientific research if used for no other purpose on that turn.

(157.47) The SWACS Shuttle can operate as a Fighter, but it certainly isn't very good at it and would be more valuable used in other ways.

(157.48) The SWACS Shuttle cannot be used as a Suicide Shuttle.

(157.5) DESTROYER ESCORT – Before the first CV's entered service, it was realized that ships would be required to escort the Flatbeds. Six Destroyers were taken into dockyards and modified for this role. To convert a Destroyer to the Escort model, make the following changes to the SSD:

–Replace the side Phaser-I's with Gatling Phasers.
–Remove two of the Photon Torpedo tubes, replace with two Drone Racks equipped with Type I Drones. (can fire one per turn).
–Install two Anti-Drone systems.
–Replace four of the Lab boxes with Cargo boxes (spare Drone storage).
–Increase the Shuttle Bay to four boxes.

No counters are proviced for the DE; use existing DD counters.

(157.6) ESCORT CRUISERS – The veteran (but ancient) Light Cruisers were all but worn out by Y170. Three of them were selected for conversion to Escorts for the Carriers. (These were named Patton, Konev and Ney.) The rest were retired by the end of the General War. The SSD for the CL can be converted to the ECL by making the following changes:

–Replace side Phasers with Gatling Phasers (same firing arcs).
–Replace four of the Lab boxes with Cargo.
–Replace Photons with Drone Racks armed with Mark-I Drones. (Can fire one per turn.)
–Add two Anti-Drone systems.

–Increase the Shuttle Bay to four boxes.

No counters are provided for the ECL; use the existing CL counters.

(157.7) GALACTIC SURVEY CRUISER

The Galactic Survey Cruiser is intended for long-range research and reconnaissance missions into uncharted regions. Note the larger number of Lab and Shuttle boxes and the addition of Cargo spaces. The ship will almost always have a Legendary Science Officer on board, if using optional rule **(155.2)**. The ship will also usually have one or two F-14 Fighter Shuttles on board to fly escort for the research Shuttles (these are not included in its BPV).

During a military emergency (wartime), the Galactic Survey Cruisers are used as line cruisers or as CVL's. If used in the latter mode, seven Fighters (usually all Tomcats) are carried and spare Drones are stored in the cargo spaces.

The ship includes Special Sensors and can operate as a Scout. These Sensors are destroyed on Phaser hits.

(157.8) IMPROVED DREADNOUGHT

Having the first Dreadnought to be operational in known space was both a boon and a curse to the Federation, who found themselves at the start of a General War with a ship weaker than those opposing it. During the course of the war, three of the existing DN's were modified to this improved class. To make the conversion, take the SSD for the DN, and add 2 Photons (FA), 2 APR, 1 Tractor, 2 Transporter, 1 ADD, 4 Forward Hull, and 2 Shuttles. Increase all shields by 6. Increase the side Phaser batteries from 2 to 3. Older DN's often carried a pair of F-14's for improved firepower.

(158.0) KLINGON EMPIRE SHIPS

In this expansion, counters are provided for the Klingon Fighters presented in Expansion No. 1 and for additional Drones.

(158.1) THE B-10 BATTLESHIP – In Y169 the Klingons began construction of the largest ship ever built. While it was originally estimated that it would take four to five years to complete, the Klingons had not finished it by the end of the General War in Y185. This was largely because of the tremendous expense (in resources, money, and yard capacity) of the ship, which suffered from the most massive cost overruns in the history of naval architecture. The B-10 "Invincible" was never more than half-completed and the shipyard often ripped out work that had taken months in order to incorporate design charges. Three sisterships never progressed past the laying of their keels and the ordering of materials. The ship, which had been started in secret, effectively placed an upper limit on the size of starships. No other race dared to start construction of a ship of comparable size because the Klingons (even though it meant risking bankruptcy) could complete their ships long before newly begun "battleships" could be ready for service. No other race ever began construction of a comparable ship.

The SSD for the B-10 is based on Federation Intelligence reports and is considered a very close approximation of its capabilities. It should be remembered, however, that as this ship was never completed, the Klingons could have drastically modified the ship's capabilities during construction. It can fire one Drone from each pair of Racks each turn and can control Drones equal to double its Sensor Racks each turn and can control Drones equal to double its Sensor rating. The B-10 has a large Shuttle Bay, and it appears likely that eight Fighters would be carried in addition to four Administrative Shuttles. One contingency plan called for this bay to be filled with "Jump" racks in order to bombard the planet Earth from orbit.

Reports indicate that the Klingons considered replacing some of the Disruptors with Photon Torpedoes or Type G-II Plasma torpedoes. At one time, tests on a captured Hydran Hellbore were carried out to determine its suitability for use on the B-10. Stasis Field Generators were to be installed.

(158.11) The B-10's Boom is huge and includes the two center Warp Engines. A comparison with the D-6 Battlecruiser can be of interest to players. Performance data for the B-Boom is on the MASTER SHIP CHART.

(158.2) THE E-3 ESCORT

This small ship, built on a reduced E-4 hull, is designed to escort larger ships while in Kzinti or Hydran territory. The SSD for this ship is combined with that of the G-2 Gunboat because they are effectively the same ship, with only the primary weapons being different. The two blank boxes in the Command Boom are two Type-III Phasers each, in the E-3. The two blank boxes in the Hull are Disruptors.

(158.3) THE G-2 PATROL GUNBOAT

This small ship is used by Klingon police and patrol services for utility functions. They have engaged Orion Pirates. The two blank boxes in the Command Boom are Type-II Phasers, while the two boxes in the hull are Drone Racks. These are considered the ship's primary armament, and the ship may fire one Drone from each Rack during each turn. Every effort has been made in the G-2 to utilize weapons systems with a minimum energy requirement. These ships are manned by crews from the Internal Security Forces, not the regular Deep Space Fleet. They almost never operate in conjunction with regular forces. It appears that several F-5 frigates have been turned over to the ISF for use as "flagships." Despite its designation, the G-2 does not operate as a P/F.

(158.4) THE G-1 GUNBOAT (PSEUDO-FIGHTER)

The Klingon G-1 was built, with Lyran design help, to counter the expected fielding of P/F's by the Kzintis and Hydrans. No formal Security Stations are used, but the four officers (Commander, Pilot, Navigator, Weapons Officer) in the cockpit can monitor other areas of the ship from their consoles. The P/F's are so small that any non-Klingons in the small crew would virtually be committing suicide if they took over the ship, since they could not operate it. Therefore, no mutiny is possible.

(158.5) THE F-5S SCOUT

Designed to provide the same service as the Federation and Hydran Scouts, this ship was a relatively simple modification to the F-5. Replace the Disruptors with special sensors (as in the Fed Scout). The Drone Rack carries three ECM and one Probe Drones. The ship can perform all Scout Functions **(150.6)**.

(159.0) HYDRAN KINGDOM SHIPS

In this expansion, the Hydrans are provided with two Shuttle counters.

(159.1) THE PALADIN DREADNOUGHT (Andrew Robinson)

The Hydran Paladin was built in answer to the C8 and C9 dreadnoughts used by the Klingons against the Hydrans. It carries the "Hellbore" cannon, a long-range powerful weapon. Like most Hydran ships, it carries Fighters. Using the four Tractor Beams on the ship's lower hull, the Paladin has been observed towing four Pseudo-Fighters into combat.

(159.2) THE SCOUT (Andrew Robinson)

The Hydran Scout is used for various reconnaissance and research activities, and sees some service in patrol and police work. It uses the SSD of the Hunter, but the Fusion cannons are replaced with special sensors (as in the Federation Scout). It can carry out all Scout functions **(150.6)**. Note that this class and the Hunter carry no Fighters, but they have been known to tow Pseudo-Fighters into combat.

(159.3) THE HUNTER (Andrew Robinson)

The Hydran Hunter has been described as a "Suicide Ship," and the combat history of the ship does much to bolster this reputation. It should be made clear, however, that this is the result of aggressive tactics on the part of some crews and not any fault in design. An analysis of all major fleet actions in the last century indicates an overall tendency for small ships to be lost at a higher rate than cruisers.

(159.4) THE PSEUDO-FIGHTER (HARRIER)

The Hydran Pseudo-Fighter (designated as the "Harrier") is perhaps one of the most powerful close-combat types in use by the major fleets. Its battery of Gatling Phasers makes it a tough opponent, and it has spelled doom for more than one Klingon Fighter squadron. This great close-combat strength is also its greatest weakness, since its long-range fire power is limited and directed forward. The Fusion Beams are limited to a range of 10 hexes.

Battles between Klingon and Hydran P/F's usually resolve into a Klingon attempt to keep the range at about 60,000 kms where their Disruptors, Phaser-II's, and Drones are most effective and the Gatling Phasers of the Hydrans are only marginally so. The Hydrans prefer to close to one or two hexes where their rapid-fire weapons will make short work of the Klingons.

If surprised by larger numbers of Klingon G-1's, the Harrier can only run for home with little chance to cause damage to its Drone-armed adversaries, who in turn can cause little damage in the face of massed Gatlings.

(159.5) DRAGOON

Part of the Second (Expeditionary) Fleet, this is a modified version of the Ranger. Eliminate the two forward Fighter Bays (6 boxes) and replace them with six APR. Replace all Fusion Beams with Hellbores.

(159.6) THE KNIGHT

Also part of the second (Exp) Fleet, this is a modified version of the Lancer. Replace all Fighter Bays with APR. Replace the three Fusion Beams with two Hellbores.

(159.7) CUIRASSIER

Also part of the Second (Exp) Fleet, this is a modified version of the Hunter. Replace the two Fusion Beams and the forward Phaser with one Hellbore. Increase the APR to two.

(160.0) KZINTI HEGEMONY SHIPS

(160.1) SPACE CONTROL SHIP

Usually compared to Klingon Dreadnoughts, the Space Control Ship is considerably more versatile. While it carries Dreadnought armament (and is the only Dreadnought-class ship built by the Kzintis), its avowed purpose is to go to a given area and "control" it. For this purpose, it also carries a complete Fighter squadron of 12 Attack Shuttles and has pads under the wings where six Pseudo-Fighters can be towed. Engaged in direct combat with the SCS, a single enemy DN would find itself in a difficult situation.

The SCS can take one P/F into an internal bay and use its Repair units on it. These Repair units can only be used on a P/F in the bay.

(160.2) PSEUDO-FIGHTER

Called the "Needle" by the Kzintis, their version of the Pseudo-Fighter is relatively similar to the Klingon and Lyran versions. Armed with Drones, Disruptors, and Phasers, the Needle is well matched against the Klingon G-1 or the Lyran Bobcat.

(160.3) DRONE FRIGATE

The Kzintis have introduced a modified Frigate class ship for use in a long-range Drone-firing mode. To create the SSD for this class, take the Standard Kzinti Frigate SSD and add four Drone Racks (two in each of two pods near the rear of the ship). All Drone Racks are loaded with III-XX Drones, and the ship can fire one Drone from each Rack each turn. III-XX Drones use a special guidance system and need no normal guidance. They can be fired from approximately 80% of their maximum range. DF have 100 spare Drones stored and can reload up to four Drones per turn, but the specific Racks being reloaded cannot fire on the turn of reloading.

(160.4) FLEET TUG (Richard Kerr and John Gyori)

The Kzinti Fleet Tug is functionally very similar to the Klingon Tug. It can carry one or two pods (a variety are available) and can function as a Battle-Tug, Carrier-Tug, or Transport. It can fire one Drone from each group of three Racks each turn (including those on the Battle Pods).

(160.5) SCOUT

Built on a modified frigate hull, this ship provides the fleet with long-range scanning capabilities. Replace the forward Disruptor and Phase-I with special scanners. The Drone Racks carry 3 ECM and 1 Probe Drones. This ship can perform all scout functions.

(161.0) LYRAN EMPIRE SHIPS (Jim Curtis)

The Lyrans are nominal Klingon Allies although superficially similar to the Kzintis. Their ships use catamaran hulls with the control spaces usually carried in a "bridge" between them. In the case of all Lyran ships of all classes, the "Hull" spaces in the "Left" hull are considered "Forward Hull" while those in the "Right" hull are considered "Rear Hull" for damage allocation purposes.

(161.1) THE TIGER CLASS HEAVY CRUISER

A superb Cruiser designed for patrol and combat duties, the Tiger is well able to stand up against any other cruiser class in the area.

(161.2) THE PANTHER CLASS LIGHT CRUISER

The Panther SSD is combined with that of the Tiger. To change the Tiger SSD into the Panther, simply eliminate the shaded boxes.

(161.3) THE LEOPARD CLASS DESTROYER

Used primarily to support larger ships in fleet actions, the excellent Leopard is a fully capable starship.

(161.4) THE CHEETAH CLASS FRIGATE

Used for patrol and police duties, the Cheetah has plenty of firepower for a ship its size. The Cheetah SSD is combined with that of the Leopard. To change the Leopard to the Cheetah, eliminate the shaded boxes.

(161.5) THE BOBCAT (LYNX) CLASS PSEUDO-FIGHTER

The first Pseudo-Fighter to be operated by any fleet, the Bobcat is considered the arch-typical P/F design. It is more than capable of operating against Kzinti or Hydran Pseudo-Fighters.

(162.0) GORN SHIPS

(162.1) THE GORN DREADNOUGHT

Constructed in response to the Romulan Condor, the Gorn DN ("Tyrannasaurus Rex" class) is one of the most powerful ships ever launched. Like the Condor, its central Plasma Torpedo is a Type "R" while the others are Type "G" on swivel mounts. Hull spaces in the first two saucers are "forward" while those in the aft saucer and in the main hull are "aft". The 360° Phasers cannot fire into the row of hexes directly behind the ship due to the engine mounting.

(163.0) ORION SHIPS

(163.1) THE ORION SLAVER (Richard Kerr and Stephen V. Cole)

The term "Slaver" is confusing. The ship is the standard freighter class of the Orion "fleet" and carries all manner of cargo, including (occasionally) slaves. It is also used to transport bulk cargos and can be used to carry ground troops. One was used in a raid on a Federation planet in Y165. The ship is gull-winged and capable of landing in an atmosphere with limited use of engine power. It can accelerate by 10.

(163.2) THE ORION LIGHT CARRIER

In Y170, an Orion Salvage Cruiser was observed operating as a CVL. While details are lacking, it appears that this conversion was a temporary one and involved carrying eight Kzinti-type Fighters in the cargo bay. Launching was through a special hatch built into the cargo bay doors, although the Fighters were recovered through the normal Shuttle bay ramp on top of the ship. No further information is available. No SSD or counter is provided, but those of the Salvage Cruiser should serve.

(163.3) THE ORION LIGHT RAIDER

The Orion Light Raider is becoming their standard pirate ship for commerce raiding. Using three Type-F Plasma Torpedoes held in Stasis Boxes (one per box) as its main weapons, the ship seeks to attack lone freighters. It is known that the Stasis boxes can be deactivated and replaced with Drone Racks. Highly perishable cargo is stored in the empty Stasis Boxes for the return trip to the pirate's base. The Stasis Boxes are hit on Torp hits.

(163.4) THE ORION DRUG RUNNER

The Orion Drug Runner is virtually identical to the Light Raider (and may be exactly identical) but carries valuable cargo in its Stasis Boxes.

XXV CAMPAIGN GAME, MINI-CHAMPAIGNS, AND SCENARIOS

(164.0) CARRIER GROUP CAMPAIGN GAME

This game represents the battles fought by a rather active Carrier Group during the course of its patrols and missions. It is suggested that two players embark on this Campaign simultaneously, with each playing the "enemy" in the other's scenarios and finally playing directly against each other in the Carrier Group Mini-Campaign. Players should make their selections based on the "enemies list" in Scenario **(165.0)**. This Campaign Game includes two Mini-Campaigns: Piracy Patrol **(164.5)** and Carrier Duel **(164.6)**.

(164.1) FORMATION OF THE CARRIER GROUP

A great deal of thought by the finest military minds has gone toward the organization of a Carrier Group. Not surprisingly, the Carrier Groups used by the various powers have, in the end, looked pretty much the same. Players should select their race and then use the Carrier Group assigned to them from the list below:

Federation:	1 CV, 1 ECL, 2 DE
Klingon:	1 CV(T), 1 D6, 1 F5, 2 E3
Kzinti (I):	1 CV, 1 CL, 3 F
Kzinti (II):	1 SCS, 1 CL, 1 F
Hydran:	1 R, 1 L, 2 Hunter, 1 Scout
Romulan:	2 WH, 1 WE, 2 KF5R
Tholian:	1 BW, 1 C, 2 PC

Notes: The Federation Carrier Group is far more powerful than the others (with the exception of Kzinti II) due to its larger number of Fighters. The Kzinti SCS includes its six Needles. A player choosing the Federation or Kzinti II Carrier Groups reduces his final total by two "scenario points."

(164.2) Each Carrier Group participates in the following missions:

1 – Carrier Strike – Scenario **(165.0)**
2 – Monster (see chart below)
3 – Fighter Strike – Scenario **(165.0)**
4 – Piracy Patrol Mini-Campaign **(164.5)**
5 – Carrier duel Mini-Campaign **(164.6)**

(164.3) In the two Carrier Strike Scenarios, the players should use each other's race as their "enemy." Victory is determined by the Standard Victory Point System **(45.7)**.

(164.4) In the Monster Scenario, players should roll one die and play the scenario listed below. Victory conditions are determined as in the scenarios given.

Die Roll	Scenario
1	48.0 Planet Crusher
2	49.0 Space Amoeba
3	90.0 Moray Eel
4	91.0 Cosmic Cloud
5	167.0 The Mind Monster
6	52.0 Surprise Reversed

The inclusion of the "Surprise Reversed" Scenario (with the Carrier Group on the side launching the surprise war) represents the ultimate in bad luck for a Carrier Group. In such a situation it starts with all Fighters armed and loaded with drones or other heavy weapons. Two Fighters may be placed on the board within five hexes of the carrier as a "Combat Space Patrol." They are released immediately when ship No. 1 fires or moves across the Neutral Zone.

(164.5) PIRACY PATROL MINI-CAMPAIGN

For this Mini-Campaign, the Carrier Group is assigned to patrol a given sector to prevent pirates from operating there. This Mini-Campaign is divided into six scenarios, with the player able to distribute his Carrier Group (and its Fighters) among any or all of them as he sees fit. For this Mini-Campaign, the Carrier Group is reinforced with two ships, which must be the smallest non-P/F class available.

(164.51) The Pirate Player has the following resources available:
1 X CA, 2 x CR, 1 x LR, 2 x DR, 2 x Slaver, 3 x freighter (any size)

(162.52) The Pirate player can divide these resources among the six scenarios, but each must be assigned at least one ship and no more than three can be assigned to any one scenario. The three freighters are not pirate vessels but honest ones that just happen to be passing through the sector. A small Freighter is indistinguishable from a LR or DR class ship until 25 points of "information" have been collected **(49.4)**, and a large freighter is indistinguishable from a Slaver until 25 points have been collected. (For this Mini-Campaign only, each Fighter or P/F is assumed to have one Lab box.) The pirate need not tell the non-pirate player whether a ship is a pirate or honest freighter until the information has been collected or his ship has opened fire. The non-pirate player cannot fire on an unidentified ship.

(164.53) Each scenario is played until all units in it belonging to one player have been destroyed, captured, or disengaged. Use the standard victory conditions **(45.7)** as modified for pirates and Fighters. The pirate gains a bonus of 30 ponts in that Scenario for every one of his ships that successfully disengages. None of his ships may disengage until they have been fired upon.

(164.54) If played separately (not as part of **(164.0)**), the non-pirate player may select up to 500 points of ships. A typical force would include one CL, several DD's or Frigates, and numerous Escort Police ships. Pseudo-Fighters are well suited for Piracy Patrol and were often used for it.

(164.6) CARRIER DUEL MINI-CAMPAIGN GAME

Both players have approached the frontier and have detected the other. Strikes are launched and the Carrier Groups prepare to receive the other's Fighters. This Mini-Campaign is played in a series of rounds; see **(164.64)** for details.

(164.61) Each round includes two Attack Scenarios: A's Fighters attacking B's Carrier Group and B's Fighters attacking A's Carrier Group. At the start of each round, each player must divide his available Fighters into those that are remaining with the Carrier Group (to help defend it) and those that will travel across the frontier to strike the enemy group. Once this is decided, the players must make record sheets for the Fighters in each group, including all weapons. It is presumed that each group has adequate time to load and prepare their Fighters. Note that a player automatically loses an "attack scenario" in which he does not send one or more Fighters to attack the opposing carrier group.

(164.62) By any convenient means the players decide which of the Attack Scenarios will be resolved first. First play one attack, and then the other. It is possible that there will be only one attack (or no attacks) if one or both players have not launched an attacking force but kept their Fighters at home.

(164.63) For each Attack Scenario the defending player deploys the ships of his carrier Group within 5 hexes of 2916, and any Shuttles available within 5 hexes of any of the ships. Shuttles may be kept on the ships if desired. All ships are moving in any direction of the owning player's choice at a speed not to exceed 6 with all weapons ready. The other player's strike force enters the map from the 01xx hex row and combat begins. The "Attack Scenario" ends when all attacking Fighters have been destroyed, captured, or have disengaged.

If the defending player disengages by acceleration or the carrier exceeds a speed of 12, all Fighters sent to attack the other carrier are lost since they will not have the fuel to catch up. Victory is determined using the Standard Victory Point System **(45.7)**, ignoring bonus points for the relative strength of the fleets.

(164.64) Each pair of "Attack Scenarios" makes up one "round" of combat. After each round, each player has the option to remain in the area or withdraw. This option must be written and exposed simultaneously. If both players have withdrawn, the Mini-Campaign is over and there is no penalty. If both players have remained, proceed to another round of combat. If one player has withdrawn and the other remained, the Mini-Campaign is over but the remaining player is awarded one additional "scenario point."

(164.65) (Optional) Allow players a third choice in **(164.64)**, that of "Direct Engagement." In this alternative, the Carrier Groups meet in direct combat.

(164.651) If this option is selected by both players, both forces are set up on the map, one within 5 hexes of 0707, the other within 5 hexes of 2424.

(164.652) If only one player (known as the "aggressive player") selects direct engagement and the other selected a carrier strike, then roll a die. A die roll result of 1-3 indicates a direct engagement **(164.651)** while 4-6 indicates that the aggressive player has failed to gain direct contacts, and play continues as in a regular strike except that the aggressive player's Fighters are all committed to "defense" and none attack the other player's carrier.

(164.66) This Mini-Campaign can be played separately from the Carrier Group Campaign. In such cases, one of the "Carrier Groups" could be a Battle Station (with Fighters).

(164.7) CAMPAIGN VICTORY: Victory in this Campaign is determined by points. A player wins one "scenario point" for each scenario that he wins. Ties count as 1/2 point. Note that a player receives no points for scenarios in which he was a "substitute enemy" (missions 1-4). Thus, each player could score one point in each of Missions 1-3, six points in the Piracy Patrol Mini-Campaign game, and two or more points in the Carrier Duel Mini-Campaign Game.

(164.8 CAMPAIGN RECORD KEEPING

(164.81) Between each mission of the Campaign, all ships may repair themselves as per the campaign game repair rules **(34.4)**. Each Carrier Group may receive four replacement Fighters or Shuttles (up to a maximum of 24 in the entire campaign). If the replacements do not bring the shuttle strength (including Admin shuttles) up to 50% of the original number, additional replacements (within the campaign maximum) can be taken up to the 50% level. All crew units and deck crews can be replaced after each mission. All damaged Fighters can be repaired after missions 1-4, but after each "round" of the duel, the Carrier Group can repair a number of damage points scored on their Fighters equal to four times the total number of deck crews available.

(164.82) Escort ships in Carrier Group have two deck crews each and can reload Drones or Fusion beams as a carrier would. Special weapons, specifically Photon Torpedoes and Plasma Torpedoes, cannot be reloaded except on the carrier.

(164.83) Either or both players can play Scenario **(172.0)** up to three times after each mission of the Campaign. This is to provide "practice" for the pilots. No replacements are received after these scenarios, and no "scenario points" are awarded for them.

(164.84) At the start of the Campaign, determine the status of each pilot by **(155.1)**.

Use the system in **(155.0)** to record the advancement of each pilot. Pilots must be recorded individually and can be named by the players. Replacement pilots are always "Green."

(165.0) FIGHTER STRIKE

When fleets began carrying Fighters, they were almost always used in the course of direct combat between starships. This was largely a function of the limitations on Fighter range and speed. With the deployment of booster packs in Y180, it became practical for Fighter groups to launch long-range strikes into enemy territory.

Using long-range Sensor/Scanners mounted on ships or bases, it was possible to establish the presence of an enemy ship at considerable distances. Unfortunately, it was not often possible to determine what kind of ship it was until it was sighted by the Fighters.

(165.1) NUMBER OF PLAYERS: 2; One player operates the Fighter strike squadron; the other operates the ships they have been sent to destroy. The "Fighter" player should select his race from those listed below. The second ("defending") player selects his race form the list of the Fighter player's enemies.

Fighter Player	Enemies
Kzinti	Klingon, Lyran
Klingon	Federation, Kzinti, Hydran, Tholian
Hydran	Klingon, Lyran
Federation	Klingon, Romulan
Tholian	Klingon, Romulan
Romulan	Federation, Gorn, Tholian
Lyran	Kzinti, Hydran
Gorn	Romulan

Note that this "enemies list" is based on geography. Kzinti ships, for example, fought on the Romulan border during part of the General War.

(165.2) INITIAL SET UP

The Fighter Player sets up his Fighters in any hex in the 42xx column. His strike force depends on his race, as follows (note that advanced technology Fighters available after Y170 may be used):

Kzinti:	twelve Fighters, each with two type-I Drones.
Klingon:	five Z-1 each with two Type I-SH Drones; five Z-2 each with two Type I Drones.
Hydran:	nine Stingers
Federation:	six F-14 each with 2 Type 1 and 2 Type I-SH; five A-10 each with one Photon Torpedo + 2 Type I-SH.
Tholian:	eight Spider-II Fighters
Romulan:	ten Gladiators, each with one Type F plasma torpedo.

(If playing this Scenario as part of **(164.0)**, the strike group is organized by the player from units available on his carrier.)

The Defending Player determines which of his ships in the area are the target of the attack by rolling a single die and comparing the result with the chart below to determine what ships are available. These ships are set up within three hexes of hex 1416.

1	One CA
2	2 small freighters 1 large freighter 1 frigate
3	6 Fighters or 3 Pseudo-Fighters
4	One CL
5	One Destroyer or smaller ship
6	Special

Notes: In some cases a given race may not have the exact ship type called for. In such cases, use the following substitutions:

No. 1–Romulans use KR, Klingons use D7
No.2–Federation or Gorn, use DD for frigate; Hydrans use Hunter
No. 3–Gorns use DD
No. 4–Klingons use D6, Romulans use War Eagle
No. 5–Romulans use KF5R

In the event of a "Special" result, roll another die and consult the chart below:

1	One DN + One DD
2	One Tug roll for pods
3	One CV without Fighters
4	Fleet repair dock
5	Sub-light ship
6	Smallest available

To determine what type of Pods a Tug is carrying, roll one die and consult the chart below:

1-3 Two Cargo Pods
4 One Cargo Pod + Power Boost or Self-Defense
5 Battle Pods or Hanger Pods
6 Troop Transport Pods or Starliner

Substitution lists:

No. 1–Lyrans use two CA
No. 2–Lyrans, Tholians, Romulans, or Hydrans borrow Kzinti Tug without Drones
No. 3–Lyrans, Gorns, use CA + 3 P/F
No. 3–Kzintis, Klingons, Gorns, Federation use Starliner or transport pod. Romulans use Warbird.
No. 6–(other than Pseudo-Fighters)
Fed Police, Gorn DD, Romulan KF5R, Klingon G-2, Hydran Hunter, Kzinti Frigate, Tholian PC, Lyran Frigate. If smaller ships appear in later expansions, use them.

(165.3) LENGTH OF SCENARIO: The Scenario continues until all attacking Fighters have been destroyed, captured, or have disengaged.

(165.4) SPECIAL RULES

(165.41) The attacking Fighters may use booster packs.

(165.42) The defending ships may not disengage.

(165.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)**.

(165.6) OPTIONAL VARIATIONS: There are two optional variations available:

(165.61) Replace the attacking Fighters with Pseudo-Fighters. Lyrans use five, Romulans four, others six, in a Pseudo-Fighter flotilla.

(165.62) At the end of the third turn, roll a die and consult the charts above to determine additional defending ships that enter the area.

(166.0) PSEUDO-FIGHTER FLOTILLA

Operations by Pseudo-Fighters were far more common during the General War than operations by starships. This was due to the lower cost and quicker production of the P/F's (making them more expendable) and the nature of their operations. Pseudo-Fighters operated from almost every Base Station, Battle Station, and Star Base on every

border, and the actions between them were almost constant (at least when compared with starships that fought major battles at intervals of several months).

This Scenario portrays a typical "Space Superiority" mission where two Pseudo-Fighter Flotillas have engaged in combat. A series of such engagements would be fought to try to gain a measure of control over a given stretch of frontier through attrition.

(166.1) NUMBER OF PLAYERS: 2; each controls a Flotilla of Pseudo-Fighters.

(166.2) INITIAL SET UP: One Flotilla within five hexes of 0606, the other within five hexes of 3624. Facing and speed is at option of the owning player.

(166.3) LENGTH OF SCENARIO: The Scenarios continues until all ships belonging to one player or the other have been destroyed, disengaged, or have been captured.

(166.4) FLOTILLA ORGANIZATION:

Klingon Flotilla: 6 x G-1 (F-5)
Hydran Flotilla: 6 x Harrier (Hunter)
Lyran Flotilla: 5 x Bobcat (Cheetah)
Kzinti Flotilla: 6 x Needle (Frigate)
Romulan Flotilla: 4 x Centurion (KF5R)
Tholian Flotilla: 6 x Arachnid (PC)
Federation Sqdn: 12 x Tomcat Fighter

On many occasions Pseudo-Fighter Flotillas operated with a small starship as a "flotilla leader." If you wish to use this option, the most common "leader" is shown in parenthesis. Note that historically ships from police patrol ships to battlecruisers operated as flotilla leaders.

(166.5) VICTORY CONDITIONS: Use the Standard Victory Conditions **(45.7)**.

(167.0) THE MIND MONSTER (Darryl Bing)

(167.1) NUMBER OF PLAYERS: 1 (The monster is controlled by automatic rules.)

(167.2) INITIAL SET UP

One planet is in hex 3927. (A major library is on the planet.)
The monster is in hex 0201.
One or more ships enter the map in the 01xx hex row between hexes 0115 and 0120.

(167.3) LENGTH OF SCENARIO: The Scenario continues until the monster destroys the library on the planet or is destroyed.

(167.4) SPECIAL RULES

(167.41) The Mind Monster has a speed of 6 and turn mode of "1". The monster will move toward the planet (unless distracted) by the most direct route. If two or more hexes may be entered which satisfy this requirement, roll a die to select the one entered randomly.

(167.42) If a ship is within two hexes of the monster and moving slower, the monster will follow the ship but it will never move farther away from the planet.

(167.43) The monster will attack any ship that moves within five hexes. It can attack any number of times each turn, but it will only attack each ship once. The attack is made at the end of the turn based on the closest approach of the ship to the monster. The attack is resolved on the chart below based on the range and the result of a single die roll for each ship. The results given are in terms of the number of crew units that are reduced to mindless vegetables (their brains wiped clean) by the attack. If the ship is not operating its shields at full strength, the attack automatically "wipes" a number of crew units equal to double the "1" result for the next lower range.

Range	0	1	2	3	4	5
Die Roll						
1	6	5	4	3	2	1
2	5	4	3	2	1	0
3	4	3	2	1	0	0
4	3	2	1	0	0	0
5	2	2	2	1	0	0
6	2	2	1	0	0	0

(167.44) If the monster enters the hex of a ship, that ship will come to a complete stop (the monster has wiped the engine crews and navigation computers) and will remained stopped until the end of the turn after the monster leaves its hex. The monster will remain in the hex for two turns (including the turn it entered the hex). On the third turn it will follow a ship if one is within two hexes. If not, it will resume moving toward the planet on the fourth turn.

Example: On Turn 8 the monster enters the hex of a ship during impulse 16. Both remain in that hex until the end of the turn, at which point an "attack" is conducted. Both remain for the next turn, and another attack is conducted. On turn 10, the monster will follow a ship if one is available. On turn 11, if no ship is available, the monster will leave the hex and resume moving toward the planet.

(167.45) A ship in the same hex as the monster cannot fire its weapons.

(167.46) The monster is destroyed using the rules given in **(49.4)**.

(167.47) The planet houses a special library/university of 25 memory banks with 50 crew units. If the monster enters the hex of the planet, it will "attack" the memory banks and crew units separately on the range column (the Library has shields). Ships cannot enter the hex of the planet.

(167.48) The monster cannot be boarded or Tractor Beamed.

(167.49) The crew units with "blanked" minds can be restored to their normal state by the ship's medical crew using the records in the Transporters. This is done after the Scenario is over. A legendary Doctor **(154.6)** can heal units during the course of the Scenario.

(167.5) VICTORY CONDITIONS: If the monster is destroyed before the library is damaged, the ship wins. If the library is destroyed (all crew and memory units wiped), the monster wins. If neither situation occurs, the percentage level of a ship victory (if any) is determined by scoring one point for each crew unit remaining on the planet and two points for each memory bank.

(168.0) THE TROJAN SHUTTLE

In Y156 the Orions attacked and destroyed a Kzinti Base Station. In this instance, a robot Shuttle filled with explosives docked at the Base Station as the pirates closed in.

(168.1) NUMBER OF PLAYERS: 2. One controls the Kzinti Base Station, and the other controls the Orion pirates.

(168.2) INITIAL SET UP:

Place one Base Station in hex 2214, weapons armed.

Two Orion CR's enter any map edge on turn 1, speed up to max, weapons armed, heading toward station.

(168.3) LENGTH OF SCENARIO: The Scenario continues until all units belonging to one player have been destroyed, disengaged, or captured.

(168.4) SPECIAL RULES

Just before the game begins, the explosive Shuttle detonates. Roll three dice and determine the total. Score this number of internal damage points prior to beginning play. Facing is ignored; all Phasers can be damaged by the blast.

(168.5) VICTORY CONDITIONS: Use the Standard Victory System **(45.7)** except that the Kzintis are awarded a number of bonus points equal to three times the sum of the three dice rolled at the start.

(169.0) TOMCAT TERROR VERSUS GUNBOAT DIPLOMACY

Late in Y179, Sensor/Scanners at a Federation Battle Station picked up the 714th Gunboat Flotilla (Klingon DSF) crossing the border into Federation Space on a course to intercept a valuable Federation convoy. As no ships were in the immediate area, the Battle Station commander was forced to call upon VF-42, a squadron of Tomcat Fighters waiting at the station for the CV Napoleon to pick them up. Without hesitation, the Tomcats roared in pursuit.

(169.1) NUMBER OF PLAYERS: 2; one player controls the Federation Fighters; the other the Klingon Pseudo-Fighters.

(169.2) INITIAL SET UP:

Six Klingon G-1 Pseudo Fighters, one each, in hexes 2314, 2417, 2024, 2128, 1109, 0708. Heading B, speed 12, no weapons armed but Phasers energized.

Six Federation Fighters are placed among the top edge of the map, one to a hex, between hexes 1701 and 2701. Six more are placed in the 42xx column between hexes 4210 and 4220. All Federation Fighters are carrying two I-SH, two I, and two III Drones.

(169.3) LENGTH OF SCENARIO: The Secnario continues until all of the units of one player or the other have been destroyed, voluntarily surrendered, or have disengaged.

(169.4) SPECIAL RULES

(169.41) No unit may disengage by acceleration (none have enough fuel to waste doing that).

(169.42) All of the Tomcats and all of the G-1's have booster packs.

(169.43) According to tactical doctrine, the Klingons should all abort their original mission and engage the Fighters (since there are too many Fighters to ignore and too few gunboats to let some continue the mission while others fight). While this is what historically happened, the Klingon player is not required to do so.

(169.44) According to the tactical doctrine of both sides, booster packs should be dumped after the pursuing force has launched Drones (which would allow them to be outrun) but before the units close to within Phaser range. Players may do as they wish, since this will enable them to explore the reasoning behind the doctrine.

(169.45) "-F" Drones are used.

(169.46) Drones may be launched during any impulse.

(169.5) VICTORY CONDITIONS: Use the basic victory conditions as modified for Fighters. For each undamaged (other than shields) G-1 that disengages in direction B, the Klingons earn a 20-point bonus (and no penalty for disengaging).

(169.6) VARIATIONS

(169.61) The scenario is historical, but the situation is classic and often happened in the General War. Other races could be substituted based on the enemies list in scenario **(165.0)**.

(169.62) Balance can be achieved by adding or subtracting one unit from either side.

(169.63) Federation doctrine called for the Tomcats to fire their Type III Drones one turn before closing. To reflect this, place one Type III Drone from each Fighter 8 hexes in front of the Fighter.

(169.7) TACTICAL ADVICE

The Federation player must seek to damage and slow down as many of the Gunboats as possible in the opening phases of the scenario. This will mean concentrating on three or four of the ships with Drones and gatlings in an attempt to smash their shields and cause serious damage.

The Klingons face a definite and important choice in their tactics. They must decide immediately if they will engage the Fighters or try to break through to the convoy. Remember that to a Klingon there is as much glory in honorably dueling with an unexpected enemy (even if not the one originally intended) as there is in accomplishing the assigned mission. If you are going after the Fighters, drop the dangerous booster packs and arm weapons. Reduce speed and turn the groups toward each other so they will be able to help each other. Launch Drones immediately and begin firing at the nearest available Fighters. If you have to fire at long range, concentrate the fire of several ships onto one Fighter.

If you decide to go for the convoy, then pour on the anti-matter and simply try to break through. Have each pair operate as a leader and wingman, with the wingman firing only to protect the leader. Once it degenerates into a long stern chase, you have the advantage that your Drones can easily reach the target while his cannot. Two or three of your ships should break through.

(170.0) THE CUTLASS EPISODE (Graeme Cree)

Captain Ardak Kumerian's raid against Fighter Group No. 26 in Y166 was an inspiration to many Klingon Captains (as was his promotion to command a D6). Three years later, Captain Kolandian of the D7 "Annihilation" decided to attempt the same raid. Noting the approach of the Kzinti CV "Cutlass" he avoided her (allowing a convoy to be shot up by the Fighter group) and went looking for her back-up Fighters. Locating and destroying the freighter, the Annihilation turned for home and encountered the Cutlass looking for the now-destroyed freighter and its back-up squadron.

(170.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(170.2) INITIAL SET UP:

Kzinti CV in hex 0809, speed 8, facing C.

Klingon D7 in hex 4025, speed 10, facing F.

Neither ship has any weapons armed or energized. The CV has two operable Fighters on board (the rest were damaged and cannot be used in this scenario), but they are not loaded with drones. Deck crews can load them.

(170.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or disengaged.

(170.4) SPECIAL RULES

(170.41) Both ships have expended many Drones in their recent battles and have not had time to complete reloading. Roll one die for each Drone Rack. The result is the number of Type I Drones it holds. A die roll of "5" or "6" equals four Drones.

(170.42) The Cutlass had taken some minor damage in combat. Use the Damage Allocation Chart **(7.51)** to randomly distribute ten damage points (interior hits) to the ship. This number of hits can be adjusted to balance the scenario.

(170.5) VICTORY CONDITIONS: Use the Standard Victory Conditions; **(45.7)**.

(170.6) VARIATION: While it would not represent a historical battle, the situation could be reversed, with a Klingon CV(T) and a Kzinti CS. Alternatively, other combinations of carriers and cruisers could be used.

(171.0) OPERATION CAVALRY

In Y182 the Grand Alliance (The Federation, Gorns, Kzintis, and Tholians) were breathing a bit easier than they had been for five years. There had been a few victories, and those had been expensive. MacArthur went down over Remus, but the Romulans were now beyond any offensive action. The balance of power had shifted toward the Alliance, and the council could afford to scrape up a battle fleet and mount a serious offensive.

After long discussions it was decided to transfer four Gorn ships to the Klingon border where they would form a nucleus of the new battle fleet. The alternative, favored by the Federation and Gorns, was to mount yet another operation against the Romulans, totally knocking them out of the war. The Kzintis demanded an operation against the Klingons to relieve pressure on their frontier, and since no operation could be mounted without Kzinti support (and Kzinti ships), their proposal was finally accepted.

Federation, Gorn, Kzinti, and even Tholian ships were brought together to create a combined force. The actual campaign of "Operation Cavalry" lasted most of a year and included a dozen battles (leading to its ultimate defeat), but the battle portrayed in this scenario was the largest.

The Klingons were under Grand Admiral Ardak Kumerian, a tough officer with a proven record for iron discipline. Kumerian's brother-in-law, Tar Bordrake, commanded the penal ship Purgatory. The admiral's son, Kollos Kumerian, commanded a mixed Pseudo-Fighter Flotilla. The Lyrans had no overall commander, being integrated into the Klingon Fleet.

The Alliance Fleet was under somewhat awkward command arrangements. Gorn Admiral S'Treleg was nominally in command but refused to give any but the most vague orders. Commodore Phillip Kosnett, the Federation's senior officer, was the best commander present but did not assume command until late in the battle. When he did, Tholian Commodore Brezgonne supported him. The Kzinti SCS and its support groups were under the command of Vice-Admiral "Cat who sleeps with dogs." (Kzintis will seldom reveal their true names to Foreigners.) Admiral "Cat" defiantly insisted that his force be allowed to operate independently, as required by Fighter/Needle operations.

(171.1) NUMBER OF PLAYERS: 2 (or more). One player or team commands the Alliance ships, one commands the Klingon ships. If a third player is available, he should command the Kzinti forces. A fourth player, if available, should command the Federation ships.

(171.2) INITIAL SET UP

Alliance:	Gorn DN Tyranosaurus Rex	2919
	Federation CC Kongo	3019
	Tholian C Antrex	3120
	Gorn CL Ceratops	3220
	Kzinti CL Spectre	3321
	Federation DD Ares	3421
	Gorn DD Claw	3522
	Gorn DD Tooth	3117
	Federation SC Bowie	2625
	Tholian PC Solitude	3428
	Kzinti SCS Hegemony	3810
	Kzinti FF Fighting Star	3610
	Kzinti FF Dark Star	4010

All Alliance ships are at speed 4, heading F, all weapons armed or prepared to readiness state selected by owning players. The Hegemony is carrying a full strike group of 12 Fighters and 6 Needles.

Coalition:	C8 Victory	1415
	D7 Conqueror	1316
	Lyran Tiger CA	1216
	D6 Purgatory	1117
	D6 Destruction	1017
	Lyran Panther CL	0918
	F5 Glorious	0818
	E4 Adamant	1620
	E4 Obdurate	1327
	Lyran Leopard DD	1213
	CV(T) Whirlwind	0405
	E3 Damian	0507
	E3 Omen	0304
	3 Bobcat P/F within 2 hexes of	1006
	3 G1 P/F within 1 hex of	1309

All ships heading B, speed 6, weapons armed to state of readiness selected by owning player.

(171.3) LENGTH OF SCENARIO: Until all of the ships commanded by one player/team have been destroyed, disengaged, or captured.

(171.4) SPECIAL RULES

(171.41) All Drones are "–F."

(171.42) All Fighters and P/F have booster packs.

(171.43) If the Kzinti SCS is crippled, all Kzinti ships must attempt to disengage immediately.

(171.44) If the C8 is captured, or the C8 and one D7 or D6 are destroyed, all Lyran ships must attempt to disengage immediately.

(171.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)**. The purpose of the battle is to destroy the enemy fleet while keeping your own intact.

After victory points are totaled, determine if the battle was conclusive or inconclusive. If neither player scored 400 points (individually not the total of both players), the battle was inconclusive. Whether inconclusive or not, express the point totals as a ratio of the Klingon (Coalition) points divided by the Alliance points. The level of victory is determined by the tables below.

Less than 0.39 -	Decisive Alliance Victory
0.40 to 0.59 -	Tactical Alliance Victory
0.60 to 0.79 -	Marginal Alliance Victory
1.80 to 1.25 -	Draw
1.26 to 1.66 -	Marginal Klingon Victory
1.67 to 2.50 -	Tactical Klingon Victory
2.51 or more -	Decisive Klingon Victory

(171.6) OPTIONAL RULES

The following Special Individuals and crews may be used to recreate the historical flavor:

- –Gorn DN has Legendary Weapons Officer
- –Fed CC has Outstanding Crew, Legendary Captain
- –Gorn CL has Legendary Navigator
- –Kzinti CL has Legendary Engineer
- –Gorn DD "Tooth" has Legendary Marine Major
- –Gorn DD "Claw" has Legendary Doctor
- –Tholian C has Outstanding Crew
- –Federation Scout has Legendary Science Officer
- –Kzinti SCS has four Ace Fighter pilots, one Ace P/F
- –C8 has Legendary Captain and Legendary Marine Major
- –D7 has Outstanding Crew, Legendary Science Officer
- –D6 has Poor Crew. Used as a Penal ship, it has four Security boxes but automatically mutinies (successfully) if all are destroyed.

  Boom separation is thereafter automatic.
- –F5 has Legendary Navigator
- –Lyran Tiger has Legendary Engineer and Outstanding Crew
- –Lyran Panther has Legendary Weapons Officer
- –Lyran Leopard has Legendary Doctor
- –Carrier has four Ace Pilots
- –One Klingon and one Lyran P/F pilot are Aces

(172.0) TOMCATS OVER LEEBYAHH

Approximately 300 years prior to the forming of the Federation (-Y296), the "Old Kings" (a semi-legendary empire in the general area now occupied by the Klingon Empire and the Federation) established on the Planet Leebyahh a massive sanitarium for individuals of several subject humanoid races that suffered from extreme and incurable cases of paranoia and various other neuroses and psychoses. The sanitarium was unguarded and after the collapse of the "Old Kings" the 50 million or so original inhabitants developed into a hybrid race not quite like any other (and not quite all there upstairs, either).

The planet, circling a star rather unfortuitously located on the border between the Klingons and the Federation, remains an isolated pocket of independence, never allied with or subjugated by either race. During various periods the Orions traded there and operated ships out of their spaceports. During the early stages of the General War, the Klingons sold the Leebyahhn's considerable quantities of military hardware, including large numbers of Fighters for "local defense." Leebyahh's ruler, Moon-'em-more Khlodhoppy (his actual title was "Tinhorn" for reasons that remain obscure) formed these Fighters into squadrons of his air force (the notorious "Protection Launched Overhead" commanded by Yezzir I'm-a-rat). The pilots, urged on by the head of the Leebyahhn church, Iahtoldyouso Kokomamie, were fanatical if totally untrained. Federation Tomcat pilots soon learned that this was an excellent area to "run up a score" since buzzing the planet would result in several fanatical (but stupid) pilots rising to the occassion.

(172.1) NUMBER OF PLAYERS: 2; The Federation player and the Leebyaahn player.

(172.2) INITIAL SET UP: Place the class-M planet in hex 2115. Two Federation Tomcat Fighters enter the map from any edge. The Tomcats are carrying two I-SH and two I Drones.

(172.3) LENGTH OF SCENARIO: The Scenario continues until all of the Fighters belonging to one player or the other have been destroyed, voluntarily surrendered, or have moved off of the map.

(172.4) SPECIAL RULES

(172.41) At the end of the first turn during which either (or both) of the Tomcats move adjacent to the planet, the Leebyahhn player rolls one die and compares the result with the chart below to determine what forces he has available. These forces (except for No. 6) begin in hex 2115 on the first impulse of the next turn. They cannot be fired at while in that hex, but they must leave it on their first moving impulse and cannot reenter that hex until the Scenario is over.

1	two Z-1 Fighters, green pilots
2	two Z-2 Fighters, green pilots
3	two Z-2 Fighters, good pilots
4	two Z-2 Fighters, good pilots five Z-1 Fighters, green pilots
5	one G-1 Pseudo-Fighter (good)
6	one Klingon F-5 enters at 0101, speed 20, all weapons armed

(172.42) Leebyahhn Fighters may not disengage. The Tomcats and the Klingon F-5 can. (The F-5 is a Klingon-manned ship that has just happened to arrive on the scene at this time.)

(172.5) VICTORY CONDITIONS: Use the standard victory conditions, as modified for Fighters.

(172.6) VARIATIONS

The Kzintis raided Leebyahhn on at least three occasions during the General War. Other quasi-independent planets exist at various locations in most neutral zones and can be the stage for similar actions. **(164.83).**

(173.0) EXPANSION NOTES

(173.1) NOTES ON THE SECOND EXPANSION

If I thought that the first expansion had closed all of the loopholes in the rules, I was wrong; if I thought that I could write this expansion in six weeks, I was a hopeless romantic. My most profound regret is that my schedule prevented me from doing this expansion eight months ago, when the errata was not so huge and the file of good material that couldn't be included due to lack of space was not so thick. But that is the past, and between Expansion No. 3 and NEXUS magazine, the "holding" file should be empty by year's end (assuming that I don't receive or create anything else).

In doing this expansion, I had several fundamental goals. These included:

1 - Cleaning up existing rules. With the help of the committee and several hundred letters asking questions, I hope that this has finally been done. A major portion of this involved re-working the rules on carrier operations, cloaking devices, webs, tractor beams, drones, "wild-weasels," self-destruction, and (most importantly of all) totally rebuilding the BPV system from the ground up.

2 - The Tholian Web has traditionally been an almost useless weapon. The new ability of the Spiders to lay "free" web, the refined rules on reinforcement, and the Tholian ability to fire Phasers out through it are all designed to make the Web useful.

3 - Restoring the strategic balance. As anyone who has played FEDERATION SPACE knows, the Klingons were in a very bad strategic position to be making so many waves. Now, with the Lyrans operating to cover their flank and tie down the Kzinti-Hydran forces, the Klingons can resume their annoying habits.

4 - Providing the "most asked for"items. Probably the four most requested ships were the Gorn, Kzinti, and Hydran Dreadnoughts and the Federation Carrier. Other ships included were designed to "round out" each fleet, providing them with a full range of ship classes.

5 - Making the Hydrans a force to be reckoned with. While the last expansion gave the Romulans a boost into the big leagues, the new long-range Hellbore (with a series of ships to operate it) provides the Hydrans with one battle fleet that, being independent of back-up fighter squadrons can cut its way through to their allies.

6 - Publishing more historical scenarios and including scenarios with varied starting arrangements and new challenges. I felt that it was important to provide balanced, tested, and playable scenarios, not just new ones. I think that the good variety presented here does all of that and more.

7 - Introducing Pseudo-Fighters. Actually these were never supposed to have been called that, but the "working" name stuck before anyone had come up with something more imaginative than "gunboat." As followers of the game have noted, I have a thing for smaller and smaller ships, and these are about as small as you can get. Eggshells armed with sledgehammers, these expendable ships make the "traditional" war of attrition along a front possible on a galactic scale. A "war" without 10% ship casualties per month is so stagnant that most of the colonists wouldn't notice it was going on. Yet, a war with heavy ship casualty rates (particularly when compared with building rates) would leave both participants bankrupt and defenseless against other enemies within a year. With Pseudo-Fighters that can be assembled on production lines in a few weeks or months, a respectable level of "continuous patroling and skirmishing" can be conducted along the border while the "big guys" fight their decisive battles every few months.

8 - Personalizing the game. By the use of the "Legendary Officer" rules, the effect of specific individuals can now be explored. While, historically (on Earth), individuals below the rank of full general have had little long-term effect (H.U. Rudel being the only one that comes to mind) the universes of science fiction have always stressed that the individual is everything and that whatever happened would not have happened the same way if any other captain, king, pirate, (or whatever) had been there.

9 - Providing more functions for Labs and Scouts. Labs can now repair the ship and do research on incoming weapons. Scouts now have more clearly defined roles.

10 - Adding an operational system. My final goal did not come to pass. I had long wanted to include an "operational level" aspect to STAR FLEET BATTLES by providing a map that would cover a strategic area (such as a section of border or neutral zone). Based on my preliminary ideas for this system, the first ads that appeared mentioned this sub-system. Unfortunately, it proved to be far more complex (supply, fuel, repair, etc.) than I had expected and finally had to be dropped. Considering the size of this module, I don't believe that you will miss it. The idea is still a good one, however, and current plans include publishing a series of "Sector Modules" that cover specific areas. Limiting each module to a specific region will allow "terrain" features to be printed directly on the map, and scenarios can be more rigidly defined. The Sector Modules will include repair, economics, supply, convoys, etc., all of which was too much to include in an expansion already too full of errata.

With the publication of this expansion and the concurrent launching of NEXUS magazine, a new era in STAR FLEET BATTLES is beginning. Thanks to the magazine, we will now be able to provide errata in a matter of one and a half months instead of that many years. New scenarios can be introduced continuously.

In future expansions and in NEXUS, we plan to provide:

1 – A complete section on mine warfare.
2 – The rest of the Lyran fleet.
3 – New "Light Cruisers" for the Federation, Klingons, and Romulans.
4 – Tugs for the Romulans, Hydrans, and Tholians.
5 – A complete set of "research" cruisers and rules for exploring uncharted areas.
6 – New "Destroyer" classes for Kzintis and Gorns.
7 – More "police" ships and smuggling scenarios.
8 – Tenders for all Pseudo-Fighters flotillas.
9 – At least one new race, probably bordering the Gorns and Romulans and hostile to both. Places exist on the map for two more.
10 – Destroyers and other ship classes for "X" technology.
11 – SSD sheets for the ships that don't have them (CX, KR, Q-ships, etc.)
12 – Counters for ships that don't have any or enough.
13 – Mini-Campaigns and scenarios for events mentioned in this expansion and in the history article in NEXUS No. 1.

Before anyone puts pencil to graph paper, however, note the section on the Gorn DN below. Most of these items are already completed or in preparation by the JCF. It appears, at this time, that the Lyrans and Gorns will not build Fighters, and it is unlikely that the Federation will build Pseudo-Fighters.

Having come to the end of a long road, I look forward to our next meeting which I hope will not be so far in the future as this one once was.

Stephen V. Cole, Professional Engineer, Designer

(173.2) LYRAN BACKGROUND

Superficially similar to their neighbors the Kzintis, the Lyrans are human-sized cat-like humanoids with great physical strength. Their fur coats and features bear a striking resemblance to those of a Terran Lynx, and their temperments are also similar.

Federation scientists have theorized that Lyrans and Kzintis both descend from common stock, but if this theory is mentioned in the presence of a member of either race, the discussion is liable to get pretty messy.

The Lyran government is based on a clan structure. The military branch of the strongest clan (or group of clans) controls all of the clans. Besides a military branch, most clans maintain scientific, industrial, agricultural, and labor branches as well. Some clans are known for having particularly skillful artisans in one or more fields, but all clans have some basic capability in any field.

Each Station along the border is controlled by a different clan, with the strongest clans controlling the operating fleets and the Starbases. This situation tends to create a good deal of conflict within the Lyran Empire. This con-

stant conflict has kept the race as a whole from dominating a much larger area of the galaxy than they now do. The Lyrans have excellent ships and a technological capability matched only by the Federation. It is, indeed, surprising that the Lyrans do not dominate even the Klingons. The strong central organization of the Klingon Empire, however, makes the Klingons the senior partner in their alliance.

The main enemy of the Lyrans (other than each other) is the Kzinti Hegemony. The hatred of these two races for each other is so tremendous that every attempt at "Peace" negotiations breaks down into hand-to-hand combat. Such an incident in Y168 precipitated the devastating First Intra-Galactic (or General) War. Geography and hatred for the Kzintis have combined to create the Klingo-Lyran Alliance. The clans in the rimward portions of the Lyran Empire have been fighting the Hydrans almost continuously for 150 years, but the origins of the conflict remain obscure.

(173.3) THE COMMITTEE

This expansion would not have been what it is without the assistance of the Star Fleet Universe Select Committee. These tireless gentlemen have searched the frontiers of the galaxy looking for questions that have never been answered (and many that have never been asked!). The errata portion of this expansion went to the Committee, was revised,and went back again no less than four times. It grew from 13 single-space pages to 43, and we still were finding loopholes on the day it went to press. Scenarios were written, playtested, revised, playtested again, and revised again. Some 20 scenarios were tested (out of 30 available), and the best of them included here.

The Committee's permanent board includes: Stephen V. Cole, Stephen G. Wilcox, C. Michael Thompson, C.H. Graeme Cree, Ray D. Olesen, and Kenneth L. Kaufman. For this expansion, Andrew Robinson, Eric Kuniholm, Rod Davison, Richard Kerr, Gregg Holland, and Fred Wereenich also served.

Operating as an auxilliary to the Committee is the Joint Chiefs of Fleets. Individuals serving on this panel are each responsible for a major race in the game. In theory, each is responsible to provide or review all new ships, scenarios, and background material for his race. In practice, all members of the JCF operate in cooperation. The JCF includes: S.V. Cole (Klingons), Ray D. Olesen (Federation), C.M. Thompson (Kzintis), A. Robinson (Hydrans), C.H.G. Cree (Gorns), K. Kaufman (Romulans), S.G. Wilcox (Orions), and Jim Curtis (Lyrans).

(173.4) MATERIAL NOT USED

Material submitted by over 75 different people (including, at last count, 43 new races) remains on file for possible future use. (The file is over 4" thick.) It should be commented that when material is selected for use in NEXUS Magazine or future expansions, newly received material has the same chance for publication as material already on file. Many of you are curious as to why the material you submitted has not been used as yet. Perhaps knowing how much other unused material is also waiting will give you reason to be patient.

(173.5) GORN DREADNOUGHT DESIGN BOARD

Long before Expansion No. 1 (which first mentioned the Gorn DN) was published, there was a complete design on file. Undaunted by this, a considerable number of people submitted proposed designs for this ship. After reviewing these proposals and other considerations, the original design was slightly modified. Thus, the individuals here can lay claim to a small, but important, part of the design process. Between them they can share one free copy of this expansion. Rather than send a couple of pages to each one of them, the free copy will go to the first one to drop by my office. It is regretable that several designs had become lost when the files were searched for this honorable mention, and more so that four additional designs did not include the name of the designer.

E.H. Anderson, Chris Campbell, Arthur J. DeLaura, Stephen Engle, Juan C. Fernandez, Rick Heli, Brian Hemmelman, Stephen Holland, Joseph McCarthy, James Norris, Mark Reiter, Michael David Rostoker, John Salzman, Barry Tyler, Lance Vescovo, Mathew G. Wengraitis, and Fred Werenich.

(174.0) CREDITS AND PUBLISHERS INFORMATION

(174.1) CREDITS

Original System Design	Stephen V. Cole
Expansion Module Designer	Stephen V. Cole
Expansion Module Development	Mike Thompson, Graeme Cree, Ray Olesen
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Literally hundreds of people participated in the errata process. Designers of rules sections and scenarios are credited in each section. Most of these sections have been edited based on playtesting and committee evaluations. Sections or ships not credited to a specific individual were prepared by Stephen V. Cole and modified based on the reports of the Committee.

(174.2) PUBLISHERS INFORMATION

The STAR FLEET BATTLES EXPANSION MODULE No. 2 was published by Task Force Games, 1110 N. Fillmore, Amarillo, Texas, 79107 (Telephone (806) 376-6229). Dealer inquiries are welcome. Hobby and Game stores, please write on your letterhead and ask for a list of qualified wholesalers. Task Force products are available to individuals in hobby stores and from several direct mail companies. Products are not directly available to stores or individuals from Task Force Games. Please do not order from us. If your store does not carry Task Force Games products, send us his name and address and we will have our wholesalers contact him.

Questions, comments, suggestions, new ships or scenarios, and other expansion material for STAR FLEET BATTLES should be sent to:

Stephen V. Cole, Amarillo Design Bureau, Box 3012, Amarillo, TX 79106.

Do not send this material to Task Force Games. All future expansions to STAR FLEET BATTLES will be designed, and all questions on the existing game will be answered, by the bureau. Individuals with finished designs of products that could be produced under the Star Fleet Universe, please write the bureau for terms.

You must include a stamped self-addressed envelope to receive an answer to game questions. Foreign customers may include mint (unused) stamps from their country which will be exchanged here for US stamps. When sending foreign stamps, DO NOT stick them on the self-addressed envelope but place them inside of it. It is imperative when submitting material to put your name and address on each piece of paper. Do not put questions and expansion material on the same sheet.

All materials submitted immediately become the property of the Amarillo Design Bureau and may be modified, changed, or used as we see fit. All materials used will be credited to the original author. Authors submitting material used in NEXUS magazine will be paid at standard rates. Authors submitting materials used in future expansions will receive a copy of the expansion.

Printing by Standard Printing Company of Amarillo, Texas. Die cutting by Patch Press, Inc., Beloit, Wisconsin.

CONSOLIDATED DRONE CHART

TYPE	SPD	ENDUR	WHD	HITS	SPACE
I	8	3	12	4	1
I-X	8	5	12	4	1
I-XF	32	5	12	4	1
I-SD	8	3	--	4	1
I-SDF	32	3	--	4	1
I-S	12	1	8	3	½
I-SH	12	1	8	3	½
I-SHF	32	1	8	3	½
II	12	2	12	4	1
II-X	12	2	12	4	1
II-SD	12	3	--	4	1
II-SDF	32	3	--	4	1
III	8	25	12	4	1
III-F	8	25	12	4	1
III-XX	8	100	8	4	2
III-XXF	32	100	8	4	2
III-MW	8	25	3xI-SH	4	1
III-MWF	32	25	3xI-SHF	4	1
IV	8	5	24	6	2
IV-X	8	5	24	6	2
IV-XF	32	5	24	6	2
IV-MW	8	3	5xI-SH	6	2
IV-MWF	32	3	5xI-SHF	6	2
V	12	3	24	6	2
Suicide Shuttle	6	*	18	6	–

MOVEMENT COST AND TURN MODE FOR TUGS

Tug Class	0-1 Pods	2 Pods	3 Pods
Federation	1 D	1-½ E	2 F
Gorn	1 D	1-½ E	2 F
Klingon	1 D	1 E	N/A
Kzinti	1 D	1 E	N/A

(150.52) WEAPONS BALANCE POINT COST CHART

Cost	Weapon, function, etc.
1	each Transporter bomb on board (limit 12)
3	each NSM on board
½	each extra Boarding Party (limit 10)
½	replace one Type I Drone with one Type I-X or II
1	replace one Type I Drone with one Type II-X or III
0	replace two Type I Drones with one Type IV
1	replace two Type I Drones with one Type IV-X or V
2	replace std. Drone with MW
1	replace any one Drone with -F model
1	ATG guidance per Drone
5	Scrambler
1	replace one A Rack with B
1	replace one A rack with C
2	replace two A Racks with one D
3	replace one A Rack with E
4	add one F Rack
2	replace one Admin Shuttle with one Fighter (+ BPV of Fighter)
1	each extra Deck Crew
+ 50%	(of ftr BPV) for Ace pilot
−33%	(of Ftr BPV) for Green pilot
25	legendary captain
15	legendary weapons officer
8	legendary navigator
3	legendary doctor
3	legendary science officer
8	legendary marine major
15	legendary chief Engineer
−20%	poor crew (of BPV after all adjustments)
+ 50%	outstanding crew(of BPV after all adjustments)
3	Gorn-type swivel mounts installed, per tube
3	ability to use Emergency Deceleration (Feds free)
+ 15%	cloaking device (minimum 10)
3	ability to overload Photons or Disruptors (per tube)
300	X-Technology on Mauler
20	Ubitron Interface Module
7	Improved Federation Firing Arcs (Illustration No. 1)
7	Improved Klingon firing arcs (Illustration No. 2 and No. 3)
10	Stasis field generator D7

The costs in this section are incurred each time the ability listed is used. It is not required (or possible) to list in advance the intention to use these abilities. The presence of Legendary Officers may allow these activities without point cost.

5	Use Probe as weapon when not crippled
3	Each of your WW that are destroyed during use.
2	Each Proximity-Fused weapon

CONSOLIDATED TURN MODE CHART

Turn Mode	AA	A	B	C	D	E	F
1	2-8	2-6	2-5	2-4	2-4	2-3	2-3
2	9-16	7-12	6-10	5-9	5-8	4-6	4-5
3	17-24	13-19	11-15	10-14	9-12	7-10	6 - 9
4	25 +	20-26	16-21	15-20	13-17	11-14	10-13
5		27 +	22-28	21-27	18-24	15-20	14-17
6			29 +	28 +	25 +	21-29	18-23
7						30 +	24-29
8							30 +

Errata for SSD Sheets:

No. 3 Kzinti Frigate: last number of Damage Control should be 0.

No. 4 Federation Tug: Shield No. 6 should have 20 boxes.

No. 5 Tholian PC: Scanner and Sensor labels are reversed.

No. 6 Orion Pirate Cruiser and Salvage Cruiser: Sensor and Scanner labels are reversed.

No. 9 Tholian CA and BW(CVL): Sensor and Scanner Labels are reversed.

FIGHTER AND SHUTTLE CHART

Race	Type	Speed	Phasers	Drones	Destroyed	Special	BPV	Year
Fed	F-14	15	IIIG-FA	2x-ISH 2x-I 2x-III	12	*Plus 1pt/III-Drone	11*	171
Fed	A-10	10	III-FA III-RA	(options)	8-Wpns 16-Dest		10	171
Fed	SWAC	6	III-360	ADD	8-Sys F 12-Dest	Electronics	14	171
Klingon	Z-1	6	II-FA III-RA	2xIS	8-P-II 12-Destr		5	167
Klingon	Z-2	8	III-FA	2xI	8		6	168
Klingon	Z-V	12	III-FA	2xI	12		8	175
Kzinti	AAS	8	III-FA	2xI	8		6	161
Kzinti	SS	12	III-FA	–	6		4	168
Kzinti	HAAS	15	III-FA	2xI	11		8	175
Romulan	G	10	–	1xF-PT	8		4	169
Romulan	G-II	12	III-FA	1xF-PT	12		7	178
Tholian	Spider	8	III-FA		8	Can lay web	3	165
Tholian	Spdr-2	14	III-360 II-FA	1xDisr	14		9	172
Hydran	Stinger	12	III-360	2xFus B	8		5	136
Hydran	Sting-2	15	IIIG-FA	2xFus B	10		9	170
All	Utility	6	III-360	–	6		2	70

DISRUPTOR BOLT MAXIMUM RANGE CHART

5	Tholian Spider II
10	Klingon E4, E3, G1 Kzinti Needle Lyran Bobcat Tholian P/F
15	Klingon F5 Kzinti FF, CVE Lyran Cheetah All Q-Ships
22	Klingon D6, Tug, CV(T) Kzinti CVL, Tug Lyran Panther, Leopard
30	Klingon D7 Kzinti CV, CS, CL Tholian D, C Orion (all) Lyran Tiger
40	Klingon C8/9, B-10 Kzinti SCS All Base Stations All Battle Stations
50	All Starbases (1 to hit, 1pt damage)

STAR FLEET BATTLES EXPANSION MODULE #2

This expansion includes a massive amount of new material for the game STAR FLEET BATTLES, including:

- **THIRTY-TWO NEW SHIPS** — The long-awaited Federation Carrier and the Gorn, Hydran, and Kzinti Dreadnoughts. The Klingon G-1 Gunboat and the huge B-10 Battleship. The Orion Slaver, CVL, Light Raider, and Drug Runner. Plus 16 more.

- **PSEUDO-FIGHTERS** — The "PT Boats" of deep space. They travel in packs and can tear a heavy cruiser apart in seconds (which also happens to be their life expectancy in combat)!

- **THE LYRANS** — The long awaited Klingon allies! This new race includes the Tiger CA, Panther CL, Leopard DD, Cheetah Scout, and the Bobcat, the original and definative Pseudo-Fighters.

- **IMPROVED FIGHTERS** — Improved versions of all fighters will be needed to face the incomparable Federation Tomcat, armed with a Gatling Phaser and an assortment of six Drones!

- **NEW WEAPONS** — The Hydran Hellbore and Lyran Expanding Sphere headline a list that includes speed 32 Drones.

- **EIGHT NEW SCENARIOS AND THREE NEW CAMPAIGNS**

- **COMPLETE ERRATA** — Every question answered by players, plus complete integration of the new material into the existing rules. The BASIC POINT VALUE system has been completely revised with new values for ALL ships. A new and completely integrated MASTER SHIP LIST has been included.

NOTE! This is an expansion module to the STAR FLEET BATTLES boxed Designer's Edition. YOU MUST HAVE the boxed edition of STAR FLEET BATTLES and EXPANSION MODULE #1 to use this expansion.

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